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ABOUT THE GUIDEBOOK

This Guidebook was inspired by the *Guild Wars Perfect Guide Book*, published for Korean players of *Guild Wars*® (the original *Prophecies* campaign). On these pages you will find tips and strategies for playing *Guild Wars Factions* TM, including detailed guides to every mission and quest in the land of Cantha (complete with maps); guides to the two new character professions as well as the six returning professions; a complete list of all skills; historical and cultural information on Cantha; and appendices covering everything you need to know to become an online legend.

The Guidebook has been designed for use with *The Guild Wars Factions Manuscripts* (the game manual), which contains information on gameplay along with NPC biographies, historical information, and explanation of the basics.

GUILD WARS COMMUNITY

Guild Wars Factions is an online game. Although you can enjoy dozens of hours of intense gameplay throughout the roleplaying campaign without ever joining forces with another human player, you'd entirely miss out on the incredibly diverse

community if you always play solo. Since April of 2005, more than a million members of the global *Guild Wars* community have made the continents of Tyria (and now, Cantha) their home. They've explored every nook and cranny of every map, bested the toughest bosses, and amassed more virtual loot than most of us can imagine.

To this day, all it takes is an Internet search with the words "Guild Wars" to lead you to an ever-growing number of fansites, guild portals, and game-related resources. Some of the very best are linked directly from the official Guild Wars website at www.guildwars.com where you can also read interviews with top guilds, obtain online support, download videos and wallpapers, and catch up on the latest Guild Wars news. The official site is updated regularly, so stop by often.

We'd like to begin this guide by expressing our gratitude to the legions of dedicated individuals who have set foot in our world and contributed to this vibrant community. Because of your continued support, the *Guild Wars* universe is a better place. Thank you.

Sincerely,

The ArenaNet Staff



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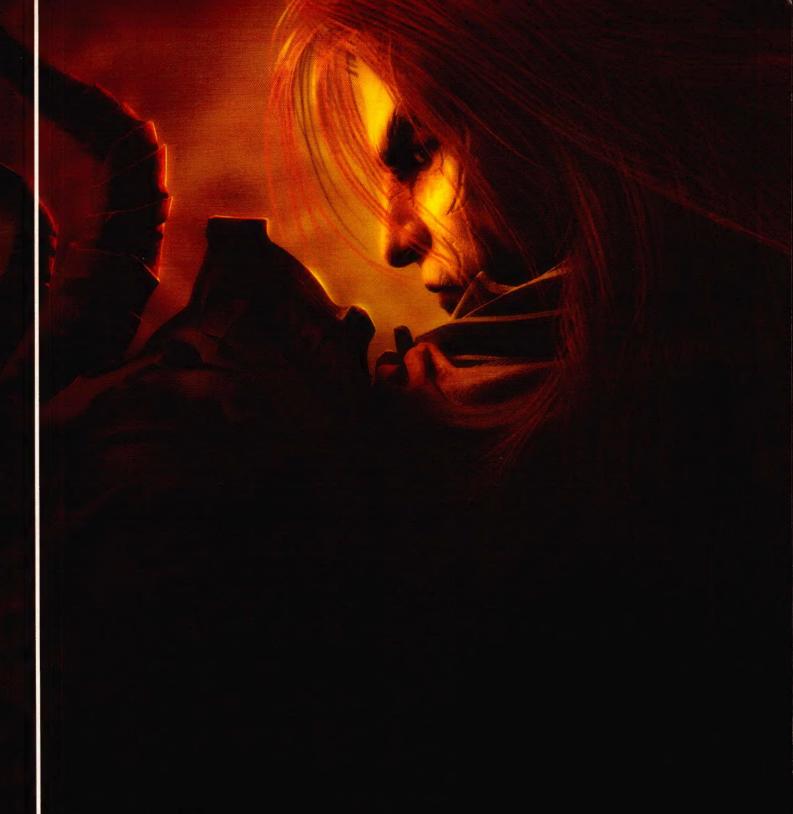
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SECTION I:

A BRIEF HISTORY OF CANTHA

AN EMPIRE DIVIDED

A SELECTED HISTORY OF MYSTERIOUS CANTHA FOR THE TRAVELING SCHOLAR

by Loremaster Ermenred of Ascalon

50TH ANNIVERSARY EDITION

With a New Foreword by the Author

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This text is not a work of fiction, but is based on historical fact as interpreted by the author. Historical facts have been revised based upon new information acquired by the author between 1022 AE and 1072 AE.

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Cover Illustration by Argwen Grith



FOREWORD

What a difference an ocean can make.

Though only a few hundred miles away from Tyria, the people of Cantha have evolved a way of life that is in some ways alien to our own and in other ways comfortably familiar. And despite more than a thousand years of trade between the Tyrian and Canthan cultures, few Tyrians have set foot on the majestic southern continent for almost two hundred years. It took almost a decade of effort and a great deal of my own personal fortune to arrange my year-long study of the Dragon Empire in the year 1022 AE, but it was time (and gold) well spent. During that year, I was able to open new routes for merchants and uncover new mysteries of the nations of Cantha. Also, all modesty aside, I established strong cultural ties with Canthan academics and the emperor himself.

In the decades since my epic journey through Cantha, those cultural ties have remained vibrant. An exchange program between the Kingdom of Ascalon and the masters of Shing Jea has resulted in a greater understanding of political, military, and magical issues. I myself had not returned to see old friends and colleagues for many years, but when the opportunity arose to travel along what has become known as the "Ermenred Trail" as a royal ambassador for King Adelbern, I jumped at the opportunity. What I found was surprising. Contrary to reports of a prosperous empire, I discovered this impression was one carefully cultivated by the proud Canthan people and the agents of Xunlai. While much of Cantha is prosperous, the disparity between the wealthy nobility and the more desperate elements of society has grown. The sprawling Canthan capital of Kaineng City now covers almost a sixth of the main continent, and grows more densely populated by the day. Street gangs, once merely bands of loosely affiliated criminals, have organized and become more powerful on the streets of Kaineng, even as corruption grows in the bureaucratic Celestial Ministry.

The seeds of the empire's current troubles were planted long ago, brought to bloom by Shiro Tagachi's murderous acts two hundred years earlier, but it took much longer for the trouble to bear real fruit. Now, almost fifty years since I first visited the empire, a great deal has changed; and much of it has not been to the betterment of the Kurzick

and Luxon nations (the so-called "vassal states" that make up more than half of the empire's geographic area). The impact of the Jade Wind—the disastrous event that transformed so much of the Canthan continent to stone and crystal nearly two centuries earlier—appears to be growing more dire each year, a process which seems to have accelerated since my first visit. The Kurzicks and Luxons, always hostile to one another, have grown even more combative as valuable resources have become scarce.

The Canthan Emperor Kisu, the nominal ruler of the entire continent as well as massive Shing Jea Island, has been unable to rein in the nationalist tendencies of either faction. Kisu has his hands full with the political and economic necessities of running a kingdom—one which had to move its agricultural center over a short period of time-while simultaneously coping with the perils of overpopulation in the capital. The Kurzicks of Echovald Forest and the Luxons of the now literally named Jade Sea have regained a great deal of their former independence, in fact, whatever their "ruler" in Cantha may say. Unfortunately for all, the two nations have chosen to turn this independence toward increasingly heated conflicts. Unable to farm for themselves in forests turned to stone or to fish in seas that have become jade, they instead compete for the jade itself and the rare mineral found within it. This jade then provides for the needs of their people, in theory. In practice, it appears that the corruption endemic to the bureaucracy has spread, resulting in more destructive mining practices, and more border skirmishes than ever.

Perhaps most troubling of all are the scattered reports of new, smaller factions springing up in unexpected places. A piratical cult known as the Crimson Skull plagues the wilder areas of Shing Jea Island, the precious jewel in the dragon crown. As I gathered data and lore from my renewed contacts within the academic class of Cantha, I learned of many dark and forbidding omens appearing with greater consistency over the last few decades. Unfortunately for the Empire of the Dragon, these omens could not come at a worse time.

If there is any good fortune in the situation, it is that the Angchu Tengu remain on friendly terms with the Canthan government. These noble creatures have long honored the peace between the elders of their capital village



and the emperor. Many suspected that the Angchu of Aerie would turn violent as the empire's troubles grew. But a relatively small population, coupled with the fact that their home was more or less untouched by the Jade Wind, has meant continued peace with the humans, albeit with a new veneer of caution bordering on distrust. The Angchu Tengu, unlike their Sensali cousins, are aware that not all humans are their enemies, and have made the wise choice in this scholar's opinion.

The tome you hold in your hands has been revised and updated based upon this most recent visit, and could not have been possible without the assistance of the venerable Master Togo of Shing Jea Monastery, my colleague in academia and one of the most respected figures in Canthan society. It is my hope that this special fiftieth anniversary edition of *An Empire Divided* will stir renewed interest and, yes, concern for Tyria's southern neighbors. A stable and peaceful Cantha is in the interest not just of Emperor Kisu, but of all human kingdoms, wherever they may be.

—Loremaster Ermenred Ascalon City, 1072 AE

THE IMPERIAL LINE

The emperors of Cantha represent the longest unbroken line of ancestral succession seen in the world. The first emperor, Kaineng Tah (after whom the capital, Kaineng City, is named) was said to have fathered over two hundred sons and daughters both with his wife and thirty favored concubines. This means that although the throne has not always passed directly from father to son, it has always gone to one of royal blood—at most, a first cousin (as seen in several well-documented cases).

Though it is hardly egalitarian from an Ascalon point of view, the empire has always been ruled by the previous emperor's nearest male relation. The title of "empress" is bestowed only through marriage and has little real power in the patriarchal Canthan society. The current emperor (the 31st in the line) is Kisu, the son of the previous emperor, Kintah.

NOTED EMPERORS OF CANTHA

Though the bloodline of the Canthan emperors has remained more or less unbroken for more than a millennium, the specific prefix attached to the word "emperor" changed significantly in the Mouvelian year 1 AE (510 by Canthan reckoning). In the Canthan tongue, the title went from Kaineng Chang, literally "emperor lord," to "Kaineng Weh no Su." or "Emperor Near to the Stars." In the common tongue spoken in Tyria and modern Cantha, this is usually translated as "Ascendant Emperor." This is attributed to the fact that young princes of royal blood are expected to train in one or more of the heroic professions and ascend to a higher plane of awareness, a tradition begun with Chang Hai, a prince, Warrior, and Monk who became the first such ruler of the empire.

Kaineng Tah

1st lord emperor of Cantha; founded Kaineng City.

Chang Hai

1st Ascendant Emperor, 11th actual emperor; a Warrior Monk whose exploits still provide popular reading for historians and the masses alike.

Singtah

23rd emperor; a cruel man who died in the fire which consumed the first Raisu Palace.

Senvho

24th emperor; ordered the 80-year reconstruction of Raisu Palace and is said to have breathed his last after taking his place on the new throne.

Angsiyan

26th emperor; murdered by Shiro Tagachi.

Hanjai

27th emperor; was instrumental in preventing the empire from falling into chaos following the devastation of the Jade Wind.

Kintah

30th emperor; reopened trade and diplomacy between Cantha and the Tyrian kingdoms.

Kisu

31st emperor and current sovereign of Cantha; by all accounts a wise and benevolent ruler, though he is considerably more withdrawn than his father, who was known as a man of the people.

UNIQUE CANTHAN PROFESSIONS

The heroes of Cantha choose from eight primary disciplines. The traditional Warrior, Elementalist, Monk, Ranger, Mesmer, or Necromancer (filtered through a Canthan sensibility) can be found to the south, along with two more that are unique to Cantha. The Assassin and Ritualist disciplines both have deep roots in Cantha's ancient past.

THE ASSASSIN: A NOBLE KILLER

The Assassin profession was a natural outgrowth of a culture divided between nobility and the common folk for as long as any in Cantha can remember. Assassins originally filled a simple need for Canthan nobles—the ability to quickly eliminate a single rival or enemy, with a minimum of fuss or bother on the part of said nobles. Assassins were and are hired or (more often) kept on retainer for this very purpose even today.

As the ranks of the nobility grew, more Assassins were required to keep up with demand, and they soon began to organize into their own unions and guilds to ensure fair payment for the Assassin and to establish rules and regulations that govern the profession's work. Eventually these organizations became self-perpetuating, and now few Assassins work for only one client. Those who have—including, according to the histories, the Betrayer called Shiro Tagachi—are usually employed as bodyguards to the most powerful Canthans.

THE RITUALIST: SPIRITUAL TRADITION

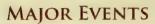
More than a thousand years ago, it is said, the gods of Tyria left this world behind—but not before granting the power of magic to the humans who lived there. Although Cantha was settled by humans hundreds of years before the northern continent, Canthan humans did not possess magical power as we currently understand it. Indeed, true magic seems to have appeared in Cantha at the same time it emerged in Tyria. Before this time, however, the Ritualist tradition was already long established.

According to historians, these early Ritualists from the pre-magic era relied on a similar power granted by the dead—by ancestors of the great and powerful who maintained a connection to their descendents. The power of Spirit allowed mortal humans to practice what might be seen as a form of magic. These human Ritualists adapted to true magic when the gods introduced it, but still rely on the Spirits of the dead to put these skills into practice. Unfortunately for scholars such

as myself, the skills of the true Ritualist are no longer to be seen; but those that evolved from the merging of magic and Spirit certainly are widespread. Master Togo of Shing Jea Monastery, to name just one example, is a Ritualist of uncanny ability.

On the Canthan Calendar

Canthans reckon the years with a lunar calendar that was old when the Kingdom of Ascalon was still a loose confederation of primitive tribes. The Canthan year 0 is the same as the Mouvelian (i.e., Tyrian) year 510 BE; the Mouvelian year 0 is the year 510 to Canthans. Before the Canthan year 0, a variety of lunar calendars were used all over the continent—it is no coincidence that the year 0 coincides with the ascension of the first lord emperor, since he ordered the unification of all such calendars upon taking the throne. Astrologers break Cantha's history into "ages" named after important constellations. At the time of this writing, Cantha is in the third century of the Age of the Dragon. When this age will end, only the astrologers can say. And the cynic might opine that the preservation and protection of such knowledge is one of the ways the astrologers keep their jobs.



Late Pre-Imperial Era

Even in Tyria, we humans have forgotten where we came from...literally. All that is known of the origin of the Tyrian human race is that our species appeared more than 1,200 years ago on the northern continent. Humans settled Cantha even earlier, however, and appear to have done so on multiple occasions during what Canthans call the Late Pre-Imperial Era. Even less is known about the origin of the Luxon and Kurzick peoples, who arrived on the continent after the tribes that would become modern Canthans settled the northwest coast and Shing Jea Island. The humans of Cantha may have actually originated on Shing Jea, though this has never been proven.

Surprisingly, although surviving records and artifacts from this period prove that the serpentine Forgotten dwelt in Cantha as well, they appear not to have come into conflict with humans there. My own interpretation of the data indicates that geographic reasons are most likely: the two races did not compete for food or territory before the Forgotten departed the world en masse.



What is also clear, and requires no interpretation on my part, is that the Canthan people rapidly advanced and unified, while the Kurzicks and Luxons, whatever their origins, did not become true nations until much later. This left the Canthans in the dominant political and military position, which they would hold for the rest of the continent's history.

0 CC (AGE OF THE MARMOSET) (510 BE)

The confederation of tribes that called

themselves Canthans united in the year 0 by Canthan reckoning—yes, before humans had even left their mark in Tyria, perhaps even before humans *existed* in Tyria, the Canthans forged an empire. This empire did not arise on its own, of course. It took a mighty warlord by the name of Kaing to bring the clans together under his bloody banner, most likely to defend against the growing Kurzick and Luxon populations, though this is one case where Canthan historical records may not be entirely trustworthy. (According to these records, the gods themselves ordered Kaineng to unite the clans.) Whatever the

reason, the warlord Kaing took the name Kaineng Tah when he declared himself the first lord emperor of the dragon. This seminal event marked the dawn of the astrological Age of the Marmoset, a creature revered in Canthan culture for its cleverness, fortitude, and nobility.

The new emperor needed a palace, a place to show other mortals his magnificence. A place that even the gods would respect and find worthy. And so, in this year, construction also began on the first Raisu Palace. It would not be finished until after Kaineng Tah's death.

46 CC (464 BE)

Forty-six years and several months after he brought the clans together to form an empire, Lord Emperor Kaineng Tah left the mortal realm for good under what were clearly, to the eye of an outsider, suspicious circumstances. Though he was in his seventies, by all contemporary accounts the lord emperor was in excellent health. His death came from an unlikely event: while on an extended hunting expedition, his favorite horse improbably threw Kaineng Tah. It is doubtful that the faithful, well-trained beast would have done this out of belligerence, though Canthan history does classify the death as completely accidental. It seems more likely that one or more of the emperor's fellow huntsmen spooked the horse. Fragmentary records of an unexplained wound on the horse's rump and three more such wounds on Kaineng Tah himself would appear to support this interpretation.

Whatever the cause, Kaineng Tah's death left a void at the top that needed to be filled if Cantha was to continue on the path of empire. Since the lord emperor left no will behind (at least, none survived—it is possible the will was destroyed, as contemporary writings by Kaineng Tah indicate the document existed at *some* point) the throne passed directly to the older of his two sons, Yian Zho. This



demonstrates the ironclad patriarchal structure of Canthan society that pervades the upper echelons of nobility to this day, as Yian Zho's two elder sisters were neither consulted nor welcome in the succeeding government. Their fates are unknown, but they vanish from the record weeks after Yian Zho took the mantle of emperor.

48 CC (462 BE)

After decades of unsuccessful conflict, the Luxon tribes themselves united into a true nation only two years after Kaineng Tah's death. According to their legends, this was due to renewed aggression from the Canthans. Under Kaineng Tah the empire had reached peaceful pacts with both of the less-developed cultures with which Cantha shared a continent, making the Kurzick and Luxon people subjects of the emperor. When Yian Zho began a bloody campaign to quell what he called an insurgency in the Luxon territories and slaughtered hundreds of Luxon elders in grand public executions, the tribes finally decided enough was enough. They formally declared themselves to be the Luxon nation and attempted to secede from the Empire of the Dragon.

Though true secession proved impossible for the Luxons to win, they did eventually gain a new status as a vassal state—independent to a point, but still technically part of the empire. It is believed that this, perhaps more than any other reason, is why the Luxons turned their ire on their Kurzick neighbors in the Echovald Forest. That rivalry has never subsided, and even today the borders between the two are marked with frequent skirmishes and bloodshed.

51 CC (459 BE)

Like the Luxons before them, the Kurzicks were likely driven to unity by the belligerence of the new emperor. Yian-Zho was his father's son when it came to strategy, intelligence, horsemanship, and progeny (like Kaineng Tah, Yian Zho had several dozen children by his many concubines—children who carried the blood of the emperor, but no claim to the throne according to Canthan mores and values). His temper, however, was legendarily short, and he brutally put down a relatively small Kurzick uprising early in this year. This, coupled with the new threat of a unified Luxon state in the sea to the east, led directly to Kurzick unity.

Belligerent and brutal though he may have been, even Lord Emperor Yian Zho was unable to drive the Kurzicks from the Echovald-they knew the forest far too well. He was able to contain them within those loose borders, however, and soon was convinced by sage advisors to arrive at much the same arrangement that had been forged with the Luxons. The Kurzicks, too, became a vassal state. Unlike their neighbors, they remained much more isolated, which in my interpretation is a driving force behind the intense competition between Kurzick Houses for domination within their own unique political structure.

305 CC (AGE OF THE FALCON) (205 BE)

Though the news would not arrive in the Empire of the Dragon for several decades after the fact, the year 305 by Canthan reckoning saw the arrival of humans on the continent of Tyria. When news of these primitive barbarians did eventually reach Cantha, it was considered of little consequence. Perhaps, if the Canthans had seen fit to drive north and expand their empire, history would have played out very differently. But with the concerns and needs of an already sprawling realm, the emperors of Cantha chose to remain within their borders. And so the various Tyrian cultures developed, unhindered by-and for the most part, unaware oftheir southern neighbors.

509 CC (1 BE)

The gods of Tyria are known to have walked the land relatively recently, and not just on the northern continent. The same gods also visited Cantha, and were worshipped there alongside the spirits of Cantha's ancestors. But it was not until the Canthan year 509 that the gods granted humans—to the north, south, and parts beyond—the gift of true magic. Before this spectacular event, what Canthans called "magic" was actually power granted by their ancestor Spirits, a practice which continues to this day with the Ritualists. The gift of magic altered the practices of Ritualists very little; if anything it only made their abilities more powerful than before.

510 CC (Year 0)

Only a year after giving magic to humanity, the gods—for reasons that are not yet completely understood—left the mortal realm for good. They did not abandon humans to their fates, however. Monks maintained a spiritual link to the gods; Balthazar, Lyssa, Dwayna, Melandru and Grenth continue to hear prayers and grant blessings to those mortals who seek them out. But the days when god and man spoke face to face were over.

Many have hypothesized that the lack of historical data concerning this supernatural event is the work of the gods themselves, who do not wish humans to know where they went, or why. At the risk of blasphemy, I support this assertion. The gods certainly must have had their reasons, but whatever those reasons, they did not share them with humans. Not even the much more complete and detailed histories of Cantha can say for certain why the gods departed...only that they did.

511 CC (AGE OF THE BAT) (1 AE)

The departure of the gods and the almost simultaneous gift of magic had a profound effect on all human cultures, especially those in Cantha. The heroic professions—their formal practices and requirements still in infancy—became widespread. The eldest prince of the imperial line, Chanang, defied the wishes of his father and chose to follow the hero's path. He studied the ways of the Warrior and spent four years at a remote temple on the island of Shing Jea learning the holy practices of the Monk. Then he set out to perform great deeds as a true hero of Cantha.

Thanks to a small coterie of scribes that traveled with him, his exploits are still widely read in Cantha a thousand years later. Chanang became one of the first Canthan heroes to become Closer to the Stars (what in Tyria is referred to as "ascension") and, when the time came to succeed his father on the throne, he refused the title "lord emperor" and instead became the first "ascendant emperor," changing his name to Chang Hai. Since then, all emperors have been required by family tradition if not actual law-to practice in at least two of the heroic professions. Today, Kisu is the 31st Canthan emperor, but is also the 20th ascendant emperor.

731 CC (AGE OF THE HEDGEHOG) (221 AE)

The Empire of the Dragon had been a unified power for centuries when the kingdoms of Tyria finally made contact. The first ships to arrive on the southern continent found a culture much more advanced than their own, and in a display of wisdom that likely prevented Tyria's first intercontinental war, chose to make peace as soon as possible. This opened up lines of shipping and trade with Cantha that benefited both the venerable southern society and the relatively young kingdoms to the north—Tyrians received knowledge 12

and technology, while Cantha received badly needed natural resources. Shing Jea Island, heavily logged for centuries, began the long road to recovery in this year, resulting in the pastoral agricultural land (Cantha's breadbasket) seen today.

1204 CC (AGE OF THE TORTOISE) (694 AE)

Many emperors in Canthan history have met with unnatural deaths-assassination is a Canthan tradition, of course but none so spectacularly as Emperor Singtah. This unpopular and infamously cruel ruler was known for carrying out mass public executions of his political enemies and for heavy taxation of the peasant class. When he ordered the elimination of an entire town that had, he said, refused to pay proper fealty to their emperor, the peasants decided they had had enough. Though the histories do not say exactly how, rebels appear to have infiltrated Raisu Palace (perhaps with the help of traitorous soldiers, who were also illtreated by Singtah) and burned it to the ground.

The emperor's son, Senvho, ascended to the throne soon after, but did not enact widely expected revenge on the peasants who burned his father alive. Instead, Senvho displayed uncanny wisdom by decrying Singtah's most cgregious abuses of power. After this noble beginning, however, Emperor Senvho became obsessed with rebuilding Raisu Palace. It took over eighty years to finish construction on the elaborate new structure, but once completed, it was considered the one great achievement of Emperor Senvho's reign. It would fall to Senvho's own successor to begin making right the inequities of Canthan society, an effort that would ultimately (in this scholar's view) fail.

1382 CC (AGE OF THE DRAGON) (872 AE)

The year 1382-872 AE by Tyrian reckoning-began auspiciously. Through continued diplomatic efforts and wise policy decisions, Emperor Angsiyan signed new treaties of cooperation with the Kurzicks and Luxons, bringing them further into the imperial fold than they had been for hundreds of years. This cooperation extended so far that the Kurzicks and Luxons declared peace with each other, and their champions joined the emperor on his visit to the Harvest Temple for that year's Harvest Festival as honored guests. But this brief peaceenthusiastically dubbed the Age of the Dragon by joyous astrologers—was not to last. The emperor's bodyguard, a talented young Assassin named Shiro Tagachi who could trace his family line back to Kaineng Tah's concubines, betrayed Emperor Angsiyan as the ruler gave thanks to the gods for another bountiful year. Tagachi might have succeeded in taking the throne for himself—if that was indeed his purpose—if not for the champions of the Kurzick and Luxon nations. These two heroes charged to the emperor's defense, and though they arrived too late to save Angsiyan, they somehow succeeded in striking Shiro Tagachi down.

What happened next is, understandably, sketchy at best. What is known for certain is that Shiro was slain while performing a darkritualthatwouldhavegrantedhimgreat power. When he died, his soul unleashed this power with extraordinary force. This death wail became a shockwave, killing thousands in the immediate epicenter and washing over the Canthan continent like a typhoon. Everything the wave touched turned to stone. The Echovald Forest became utterly petrified. The Jade Sea's name became distressingly literal as the waves crystallized and were transformed. Anything living that was caught in the direct path of this "Jade Wind" suffered the same fate, leaving behind grisly relics that appear to be fine sculptures (and have indeed been sold as such by unscrupulous merchants) but are in fact the 200-year-old bodies of the dead.

Although the Kurzicks and Luxons almost immediately took advantage of their champions' mysterious deaths to resume their ages-old state of conflict, the imperial bloodline once again survived in the form of Hanjai, who at 17 was the youngest emperor in Canthan history to take the throne. He faced a realm in turmoil, but was able to begin the processes that would allow the Empire of the Dragon to go on, even with more than half the continent utterly transformed by the Jade Wind. He oversaw the move of hundreds of farmers to the island of Shing Jea, and opened the gates of the capital, Kaineng City, to any who wished to move there permanently. This would eventually lead to infamous overcrowding and poverty in the sprawling capital, but at the time was the only way to keep the Canthan population from getting caught up in renewed violence between the vassal states.

Yes, the empire would go on, but at a great price. Relations with the kingdoms of Tyria began to fall into disrepair as diplomats were recalled to replace those killed in the Jade Wind event, and lines of trade were cut off by increasingly bold pirates (these pirates would later unite to become the Crimson Skull plaguing the shores of Shing Jea to this day). Cantha became more isolated than ever from the world.

1390 CC (880 AE)

The savage bird-men known as Tengu had long kept to their own mountainous territory in the more remote areas of verdant. Shing Jea Island. The Tengu population was stable and small, and their behavior was relatively peaceful, so the Canthans had never seen any reason to make war on them (and vice versa). As more Canthans settled Shing Jea, however,



the newcomers spread rapidly over land that the two largest Tengu tribes had always assumed was their domain. What began as a few skirmishes soon threatened to become outright war, especially after Warriors of the Sensali Tengu tribe massacred an entire village of Canthan farmers, burned their farmhouses to the ground, and (according to contemporary reports) consumed the bodies of the dead. Only through the efforts of Emperor Hanjai's personal ambassador and a wise,

levelheaded Angchu Tengu chieftain was open war averted. The Angchu signed a formal peace agreement with the Canthan ambassador declaring the mountain village of Aerie to be Angchu Tengu territory for as long as the sun shone in the sky.

The Sensali were incensed that the Angchu chose to speak for all Tengu (even though the Angchu never claimed to have done so). They declared Aerie to be a town of traitors, while their hatred of the Canthans

only burned hotter than ever. The Sensali retreated to the rocky peaks that could never be used for agriculture, launching occasional raids into the lowlands. The Angchu, on the other hand, have honored their agreements with the Canthans (the Canthans, for their part, have done the same) but the Sensali have never forgiven either of them. They remain a dire threat to unwary travelers looking to take a shortcut through the mountains of Shing Jea.

1412 CC (902 AE)

It was he who formally dissolved the longstanding trade agreements with the northern kingdoms and declared that the Kurzicks and Luxons could, for all he cared, "wipe each other off the map." His reign marked the beginning of the most isolationist period in Canthan history; it would not be until a scholar named Ermenred (if I may be so bold) toured the realm that formal trade and diplomatic channels would be reopened between the continents.



when it was formally closed by decree of Ascalon's king. This event went virtually unnoticed by the Canthan empire, as they had already cut off contact with their neighbors to the north. The structure was converted to a temple which was subsequently destroyed by an earthquake, blamed by many on disapproving gods.

1527 CC (1017 AE)

As the Guild Wars raged across the northern continent, Cantha also saw an increase in open warfare (although they were not drawn into the greater conflict in Tyria). The Luxons and Kurzicks proclaimed open hostilities once and for all, exchanging a long period of undeclared warfare for the real thing. The difference was lost on the rest of Cantha, which was still primarily concerned with its own survival.

1532 CC (1022 AE)

During this year, I, Ermenred of Ascalon, made my first contact with the empire. Through careful negotiation, I was invited by noble Emperor Kintah—father of the current emperor, Kisu-to visit and tour the continent and Shing Jea Island in hopes of resuming trade and diplomacy between north and south. I do not flatter myself when I write that the journey was remarkably successful. Informal lines of trade reopened, and cultural exchanges began in earnest as young Ascalons set out to learn for themselves about the mysterious land of Cantha. The rest of this book consists of a revised and updated account of this journey, as well as the one I made fifty years later

1568 CC (1058 AE)

A great and visionary man that I called friend, the Emperor Kintah, finally died of old age at the dawn of a new era. His son Kisu proved an able and involved leader who continued his father's diplomatic efforts to establish trade agreements between Cantha and the kingdoms of

Tyria. He was aided by the renowned head of Shing Jea Monastery, the noble Master Togo, who often served as Kisu's personal ambassador during this period. It would fall to Kisu to draw up new treaties with the Kurzicks and Luxons, forcing them to cease their open warfare and resume the border skirmishes which had been their lot for hundreds of years-not a perfect solution, but the best (in my own opinion) that could be hoped at the time.

This was also the year the Xunlai guild of Cantha extended its services to the northern kingdoms, where they are a common sight to this day.

1581 CC (1071 AE)

Following the end of the Tyrian Guild Wars, relations between the kingdom of Ascalon and the Empire of the Dragon were at last formalized. As one intimately involved in this agreement, I can write that while it was indeed welcome, it merely established on parchment the trade status which had in truth been strong for decades. Still, one of my most treasured memories is the signing of the Second Treaty of Lion's Arch.

1582 CC (1072 AE)

And so we reach the present day. At the time of this writing, the kingdom of Ascalon is recovering from the conflict with the Charr and is establishing new treaties with the Krytans and Elonians. To the south—and I write from personal experience, as at this very moment I am in the Great Library of Shing Jea Monastery—things are not so rosy. Despite renewed trade between the continents, the capital of Cantha is more overcrowded than ever. Violent, wellorganized street gangs hold sway over the older, poorer sections of Kaineng City. A wild population of bizarre, insectoid creatures have seen a population boom both on the main continent and on Shing Jea Island. The piratical Crimson Skull cultists continue to plague the shipping lanes and demand tribute from remote farmlands, and the cold war between Kurzick and Luxon appears to be heating up once more.

And there is something else. Something darker. My colleague Master Togo is troubled by reports of a strange plague afflicting the creatures of the Shing Jea countryside, a plague that causes freakish mutations and transforms most anything it touches into hideous, savage monsters. Should this so-called Affliction spread to humans the result could be catastrophic not just for Cantha, but for the entire world. Soon I must depart for my home in Ascalon, but it is with a hopeful spirit that Master Togo has told me he expects help to arrive soon in the form of a young hero who was instrumental in dealing with the Flameseeker Prophecies. I wish Mhenlo and Togo the best of luck, but this new challenge is not one for the old. Perhaps someday I will return to Cantha, but for now, I must bid farewell to the Empire of the Dragon.

May the gods see these noble people through the dark times to come, and may the heroes of Cantha meet these challenges with courage and honor.





CANTHA TODAY

The continent of Cantha is a constantly evolving empire where many different societies and cultures live in relative harmony while others are frequently in a state of open conflict. Dangers can be found in areas where no law holds sway, and there are many such places in Cantha. Creatures of nightmarish origin stalk the darker corners of the continent, and there are lonely highways where hellish fiends feast on unwary victims who take the wrong road after sunset. Beings that once existed to protect all life now exist only to destroy those who turned their world to cold, lifeless stone. And amidst it all, the Kurzicks and Luxons continue their centuries-long war, with no end in sight.

THE KURZICK FACTION

The Kurzicks are a devout people who take worship of the five gods very seriously. They are divided by blood into five great houses, each of which is devoted to a different deity and their own cultural obsessions. The leaders of the great houses do not always get along, but like all Kurzicks they share a deep-seated hatred of the Luxons, their enemies since long before Shiro Tagachi was born.

Historians doubt the Kurzick nation originated on the Canthan continent, but to this day, even they do not remember whence they came to dwell in the Echovald Forest. The Kurzicks have lost much of their ancient history to the past, and now the stone trees are their only home. Just as the Luxons mine precious veins of magic-suffused jade from the petrified seas, the Kurzicks mine amber from the forest, precious life in solid form

that grants great power to those who know how to manipulate it.



HOUSE ZU HELTZER

If one house rules the others, it is House zu Heltzer. They are justifiably proud to call Saint Viktor an ancestor of their line, and Count zu Heltzer is not above lording this fact over the other houses at times. House zu Heltzer also deserves much of the credit for their people's current cultural renaissance of philosophy, magic,

medicine, and art. They are renowned for their magical innovations, their lifesaving techniques, and their practical methods of enchanting and shaping the stone that makes up the Kurzick domain. They are also well-versed in the arts of magical wards and protection. If there is one thing they are better at shaping than stone, it is political thought, as their continued leadership role in the faction attests. Their patron god is Dwayna.

HOUSE VASBURG

The second most politically powerful of the great Kurzick houses, House Vasburg are the greatest warriors of the Kurzick nation. To the Vasburgs, violence is a beautiful dance, an expression of life and death that cannot be equaled by any other experience. Most train their whole lives with the expectation that those lives may end at any moment, and enter the fray with a bloodlust bordering on religious exultation. House Vasburg has lost more fighters in the war with the Luxons than any other house, a fact of which they are quite proud. Their patron god is Balthazar.

HOUSE BRAUER

House Brauer leads the infinite pursuit of the aesthetic among the Kurzicks. Brauers are responsible for the finest sculptures and most awe-inspiring paintings the people of the Echovald have ever produced, and they consider it their house's mission to bring color and life into their cold, petrified homeland. They are not above experimentation with untried methods of artistic expression, and some experiments are much more successful than others. Of all the houses, they are the least suited to warfare, but when duty calls they will not fail to answer. Their patron god is Lyssa.

HOUSE LUTGARDIS

The Lutgardis are devoted to the study and creation of music in all its myriad forms. They are masters of performance and create the finest musical instruments in all of Cantha—for hundreds of years, in fact, no emperor of Cantha has ascended to the throne without the inspirational orchestration of Lutgardis instruments, usually played by the Lutgardis themselves. They use music to cleanse the streams and bring what new life they can to the forest. They are the house of the tree singers—Kurzicks with a special bond to the few living trees left in the Echovald—and they protect them with their song and with their lives. To the Lutgardis, there is little difference between the two. Their patron god is Melandru.

HOUSE DURHEIM

Known by many nicknames, the most common of which is "the old house," the Kurzicks of House Durheim maintain the histories of their own culture, and much of the rest of Cantha. They have a deep reverence for their past, and study genealogy with a passion; this devotion to the dead, they claim, has given them a special bond with Grenth. According to the Durheim, Grenth has rewarded this dedication to him by granting them the magical ability to chronicle the life of every Kurzick ever born. Curiously, those not devoted to the study of history are most likely to be poets and playwrightsor perhaps that is not curious at all, as both pursuits glorify the nobility of death in all its forms, especially in Kurzick society. Their patron god, of course, is Grenth.

THE LUXON FACTION

The Kurzicks are known to be the disciplined, organized faction in the ongoing conflict. The Luxons may not follow or even know all the laws of Cantha, but they do know that neither the laws of humans nor gods will feed their nomadic clans. They are not as concerned with the opinions of the gods as are the Kurzicks, but most pray regularly to Balthazar, Grenth, or (to the surprise of those who have never seen the intrinsic beauty of Luxon architecture and engineering) Lyssa. Luxon children still hear stories of their people's original home, a nameless

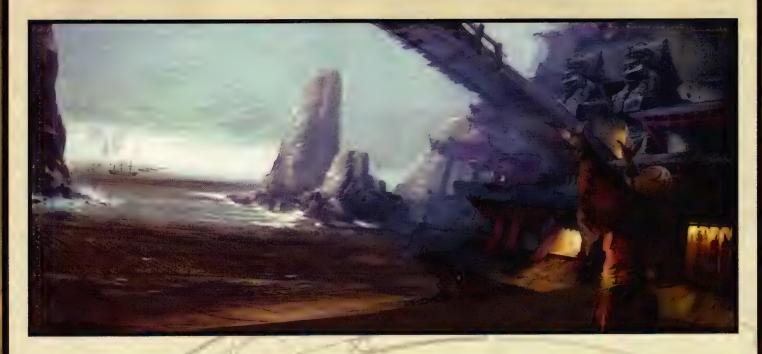
place far across the open ocean and lost now to the land-bound faction, seemingly forever. Some historians believe that new discoveries point to a Luxon presence in the Crystal Desert more than a thousand years ago, but just as many believe this to be a misinterpretation of the evidence.

The Jade Wind transformed more than just the Luxons' home. It transformed their very way of life—a life of sailing, trading, and nomadic, traveling communities. Luxons always respected strength more than any other virtue, but now that the sea was no longer a sea, strength became even more important for the survival of the clans. Strength, defined in any and every way, is what the Luxons now revere, perhaps even more than some of the gods. Though there may once have been more, three dominant clans—sometimes called "armadas," a holdover from their true seafaring days-share collective rule of the Luxon faction. The leaders of the clans are named captain upon fighting their way to the top. For the first time in their history (an admittedly spotty record) all three captains are women. They each carry the formal title of captain, but are often collectively referred to as the Three Queens.



THE TURTLE CLAN

Though the Luxon clans tend to get along even more poorly than the Kurzick houses, they too are united by hatred of the other faction. The Turtle Clan is the most prominent and well-known of the Luxon armadas, possessed of the fiercest warriors and most destructive magic in the



of terrible power that must still be raised from hatchlings, a long and difficult shepherding process. Unlike the other two clans, they eschew most leviathans, preferring to rely on their trusty siege turtles to get around.

The clan champion. Argo, defers to the captain in all political affairs—after all, she is rumored to have come to her position by arranging the death of her father, the previous captain—but many of the Turtle Clan still consider him their true leader.

THE CRAB CLAN

The current captain of the wealthy Crab Clan, Queen Amara, was a daughter of the previous captain as well, and was long thought slain by Kurzicks in one of the endless border skirmishes between the two factions. Though her brother wasted little time seizing the | leadership Amara returned post, death from presumed leading three saltspray dragons and a rapidly summoned army of loyal

Jade Sea. They also control and breed the Crab Warriors. Her brother lost his post in mammoth siege turtles, living weapons a spectacular battle that left the Jade Sea charred and Amara in charge of the richest clan in the faction.

> The Crab Clan are the masters of jade mining, and have an uncanny knack for locating the most precious veins of magically concentrated jade within the crystalline sea. Many reavers are also part of this armada, pillaging the remains of vessels and creatures trapped within the Jade Sea. The Crab Clan, appropriately enough, travel in walking leviathans shaped like gigantic crabs.

THE SERPENT CLAN

The Serpent Clan are the engineers of the Luxons. They are the ones that first conceived of ways to adapt the faction's mighty sailing vessels into land borne leviathans, and indeed they are often called the Leviathan Clan. These magnificent ships of the land, sometimes moving about on gargantuan legs or sailing over the glassy surface of the Jade Sea on silver runners, come in all sizes. The biggest are large enough to hold three siege turtles, and a favorite tactic on the battlefield is to deploy the slow-moving reptiles via leviathan, taking Kurzick soldiers by surprise. Though the Crab are the wealthiest of the armadas, the Serpent Clan is home to the most skilled successful reavers specifically when it comes to retrieving treasures from ancient sailing ships believed to be inaccessible by the other clans.

Of all three armadas, the Serpent Clan are also the most successful at outright piracy, which Luxons consider an honorable, even necessary, way of life. The Canthan government disagrees, but cannot spare the resources to combat the armada's depredations, especially since the pirates are noted for their care with civilian passengers. As long as the Serpent Clan do not engage in wholesale slaughter of Canthan citizens on the open seas of jade, the ministries of government are more than happy to look the other way. Their current captain, Lexis, dueled her way into her position, but her skill at piracy allowed her to keep it.





THE LEGACY OF SHIRO TAGACHI

Perhaps the biggest threat to Cantha is not yet clearly understood by all the denizens of the continent, though some who make it their business to follow such things are deeply troubled. The emperor and his most trusted advisor suspect the worst, and have sent to Tyria for aid. A plague of mysterious origin has been reported in the most remote farmlands of Shing Jea. And someone perhaps a street gangster aiming to terrify his enemies, or perhaps someone far more sinister-has taken to burning an ancient symbol, a guild emblem not seen for two hundred years, into the stone and earth of Cantha itself. Where this symbol appears, misery and affliction seem to follow. Canthans know the emblem, and know its origin. But few can bring themselves to admit what it must mean: the return of the malevolent killer who triggered the cataclysm that transformed their world. Slain two hundred years ago, Shiro Tagachi turned Cantha to stone when his plans were thwarted in the Harvest Temple. With two centuries to plan his revenge, what might the Destroyer be capable of now?

THE BODYGUARD

A master of the Assassin's disciplines, Shiro was the Emperor Angsiyan's bodyguard, entrusted with his sovereign's life. He famously repelled an attack by Am Fah rebels in 1368, beheading the leader of the ambush and executing even those who surrendered. He proved that a cabal of Canthan ministers conspired to kidnap Angsiyan's young son and heir in 1375. Shiro went on to rescue the child, and in the process eliminated the conspirators and their henchmen as the boy watched. He mounted their heads on pikes outside the Celestial Ministry without orders from the emperor. Though it was never publicly acknowledged by the imperial government, let alone Angsiyan, Shiro deserved much of the credit for bringing the Kurzicks and the Luxons to the negotiating table. The deadly Assassin spoke a language the warring cultures could understand, and even their champions—the Kurzick Saint Viktor and the Luxon known as Archemorus—stood side by side to pledge their allegiance to the one true emperor.

It may have been a stirring in his royal blood-however many generations removed—that initially drove his desire to usurp his cousin and take the imperial throne. But somewhere along the way, dark forces corrupted Shiro Tagachi, forces that he sought out against the laws of his empire and his gods. He learned the ways of forbidden sorcery and engaged in studies and rituals well beyond the disciplines of the Assassin. He found that these taboo powers were second nature to him, and the darkest forms of magic were the easiest of all.

No one noticed the hate that burned within him until it was far too late.







THE DAY OF THE JADE WIND

However it began, Shiro consummated his plan on the final day of the Harvest Festival in the year 1382 CC. On that most holy day of the Canthan year, when all of the gods were praised to the heavens and the emperor's divine blessing was placed on the land, Shiro accompanied his sovereign to the Harvest Temple. Though the temple guards objected, he was allowed to retain his blades inside the temple, but the rest of Angsiyan's entourage was not.

A sharp-eyed Assassin named Vizu, who had arrived at the festival on the run from Am Fah thugs, took note of Shiro's exchange with the guards. She recognized Shiro, of course; no Assassin in Cantha was unaware that one of their discipline protected the divine ruler of the empire. For the briefest of moments, Shiro's gaze locked with Vizu's, and her heart turned to ice. Behind his eyes she saw the death of the empire. Yet with the emperor surrounded by Ritualist retainers and followed by the champions of the vassal factions and their own retinues, she was unable to act on her premonition-for a time.

When the emperor's personal entourage entered the holiest of sanctuaries, the four Ritualists that looked after his immortal soul took their positions at the four points of the compass, and Angsiyan knelt to pray. Shiro kept to the shadows near the entrance to the chamber. He struck the moment the emperor had received the second blessing of Holy Dwayna, Shadow Stepping through the void to materialize directly behind Angsiyan's back. With a roar, Shiro drove both of his blades through the emperor's heart.

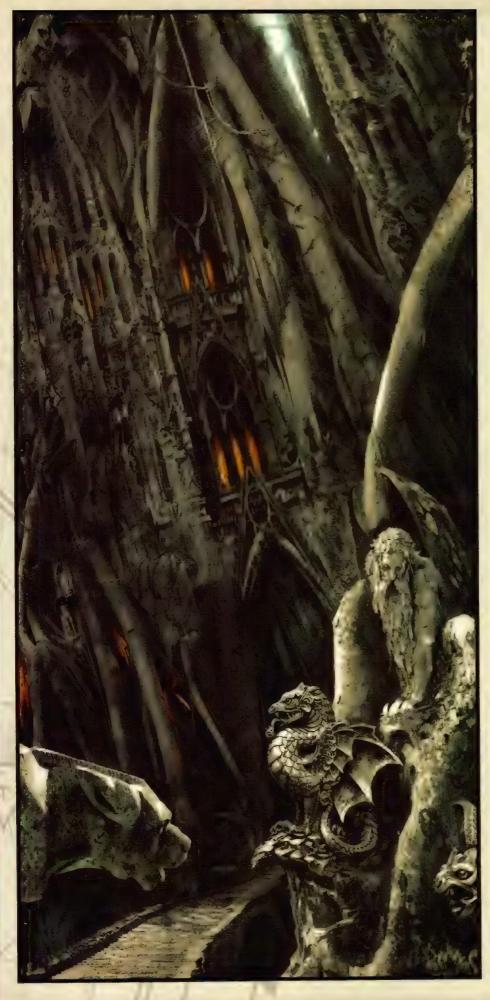
The Ritualists reacted with courage, but they didn't stand a chance. Shiro mercilessly cut them down, though not before the last one to die struck the ceremonial gong that dominated the sanctuary. Outside, the sound of the gong (almost an hour too early) and the lingering, agonized scream of the dying Ritualist alerted the temple guards that there was trouble. The two champions

of the vassal factions heard cries that the emperor was in trouble, and did not hesitate. They left their ceremonial positions at the head of their own faction's delegations and charged after the guards to the emperor's side. It would prove to be the last time in recorded history that the two factions worked together willingly.

The Assassin Vizu, driven perhaps as much by a wish to evade the Am Fah as she was by the desire of every Canthan to protect and honor her emperor, followed the champions. She too knew the secrets of instantaneous movement, and with a few Shadow Steps she soon found herself in the sanctuary, well ahead of Archemorus, Saint Viktor, and the guards. To her horror, she was alone with two people. One was the emperor, still barely clinging to life, a look of stark agony twisting his features into a terrifying mask. The other was in the process of tearing Angsiyan's soul from his body, consuming it with his raw will, feeding on the emperor's life force as it drained through the conduit of Shiro's enchanted swords.

Vizu knew she had to stop the bodyguard, but she could not do it alone. The corpses that littered the room were convincing evidence of that, and the dash up the stairs had sapped her strength. She could





only stall for time. Summoning her last reserves of Energy, Vizu called to Shiro, interrupting his efforts momentarily. Then she Shadow Stepped behind him, exactly as Shiro had done to Angsiyan moments before. Unfortunately for Shiro, his pride had not anticipated someone using his own trick against him, and before he could react Vizu drove her daggers into his shoulders. Shiro's swords clattered to the ground, but the bodyguard lashed out a half-second later with a sharp, precise blow that slammed Vizu into the altar and knocked her own weapons from her hands.

The delay was enough. Before Shiro could recover his blades and continue to consume the emperor's soul, the champions burst into the sanctuary. Shiro, wounded and dazed from Vizu's sudden attack and the heady infusion of power, stumbled. Archemorus and Saint Viktor—who had both entered the temple unarmed, of course—took the opportunity to take up Shiro's swords. The traitorous sorcerer raised himself to his knees, but the Luxon and the Kurzick met him with his own blades. The champions nearly cut Shiro in half, and for a moment, Vizu believed it was over.

Even now, no one but Shiro knows how this act triggered what happened next, or whether it was his plan all along. As the twin swords sliced into his form, Shiro screamed, a sound that rose from the depths of some hellish place and grew to a deafening pitch. The death wail exploded with the palpable force of incalculable power, with the dying Shiro at its epicenter. The champions were the next to die, transformed to stone in an instant. Vizu, her senses returned, witnessed the earliest effects of what became known as the Jade Wind only by using every ounce of Energy she had left. For almost half a minute she stayed one Shadow Step ahead of the screaming shockwave as it petrified the landscape, laying waste to any living thing in its path. She reached the edge of the Jade Sea before her luck and strength finally gave out, and she died a stony figure on an empty beach. Years later, when Canthan society began to recover, the new emperor's Ritualists would find a way to retrieve the brave Assassin's soul from the netherworld and preserve her essence in a sacred place.

But that would not be for some time yet. The Jade Wind continued to expand, radiating out from the Harvest Temple with a shrieking wail that would not dissipate for hours. It consumed the thriving, vibrant life of the Echovald Forest; the holy, ancient trees the Kurzicks called home became stone columns that would never grow again. The waters of the Jade Sea crystallized, waves frozen in eternal crests, ending the seafaring existence of the Luxons in an instant. The farmlands of the continent were mostly spared the effects of the initial wave, but as hordes of terrified survivors swarmed northward to escape, they inadvertently destroyed the entire year's crops. Only by the timely intervention of Angsiyan's heir, who ordered the forced relocation of farmers to Shing Jea Island as one of his first acts as sovereign, did the empire avoid starvation for years to come. In fact, some have gone so far as to say that Shiro targeted the wrong man, so capable was Emperor Hanjai in the aftermath of the disaster.

THE DESTROYER'S RETURN

Today, as dark times settle over the Empire of the Dragon once more, most historians speculate that Shiro orchestrated the deeds which made him a trusted member of Emperor Angsiyan's court. The Am Fah had ties to the seer said to have told Shiro of his potential destiny. The conspiring ministers happened to have all opposed Shiro's orders at some time or another. Bringing the champions of the Luxons and Kurzicks together to be destroyed simultaneously virtually guaranteed that the two factions would revert to their warlike ways, and perhaps even destroy each other at last, making Shiro the sole power in Cantha. He failed then, but his powers have only grown stronger since his death. Everywhere Shiro's spirit goes, a diseased miasma lingers. This "plague," called by most the Affliction, has no cause the citizens of Cantha can

fathom, and many mistakenly believe it is a contagion. Little do they know that where Shiro walks, the Afflicted arise. He has also learned how to create terrible constructs—the Shiroken—driven by the captured souls of his most hated enemies, enslaved to his will.



No longer bound by flesh and blood, Shiro is now more dangerous than he was in life. Upon his death, the Envoys the immortal beings tasked by the Oracle of Mists with ferrying souls to the afterlife—called him to join their ranks, and he refused. For two centuries these Envoys, themselves once living beings of great wickedness who serve the Oracle as penance for their mortal crimes, have sought to bring Shiro into the fold. Had he been content to lurk at the fringes of the netherworld, they would have searched as long as the stars shone in the sky. Now that Shiro has made his determination to return to the mortal realm clear, they have decided he must be destroyed. The Envoys cannot do it themselves, but they have foreseen that a hero will come forth with the power to destroy the Destroyer. For Cantha's sake, they had better be right.

THE AFFLICTED

Wherever Shiro walks, the Afflicted appear. The disease, though not contagious, is greatly (and justifiably) feared by the people of Cantha, who have no idea where it comes from or how it spreads. Shiro's frequently appearing guild emblem has led to rumors that have spread more quickly than the Jade Wind itself, many of which are close to the mark.

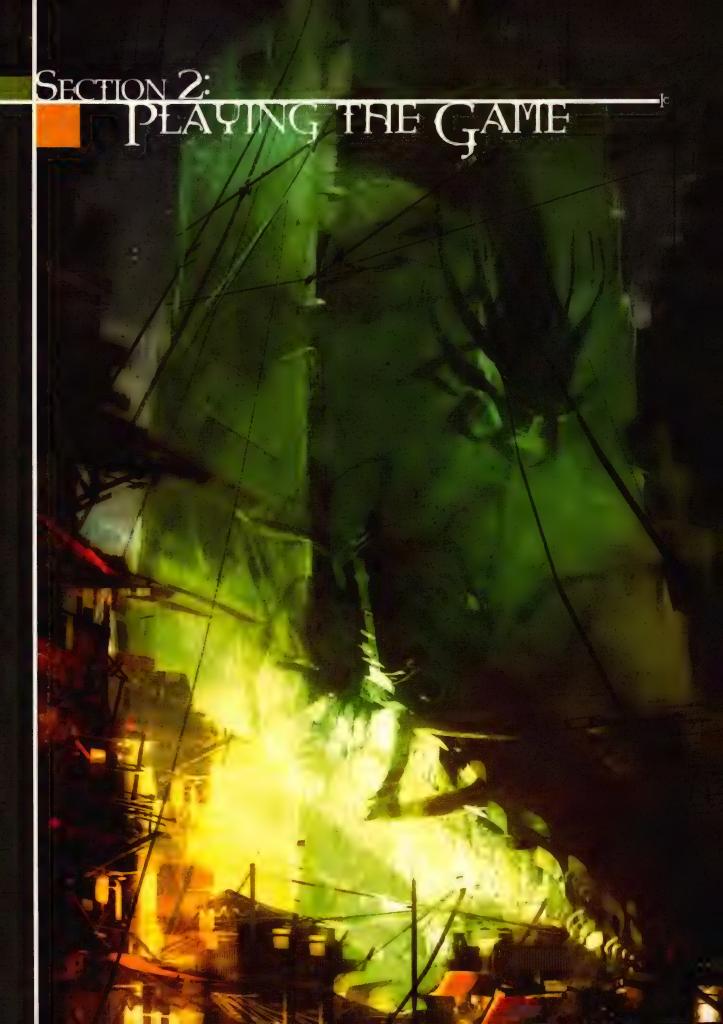
Most Afflicted were once clearly human, and those that were heroes in life—for the Affliction does not discriminate—retain their abilities even after the plague has mutated their bodies into unrecognizable monstrosities. The Afflicted are almost always encountered in groups, and are never to be underestimated.

The Shiroken

Shiro's powers of sorcery have grown even stronger since his death, and he long ago learned the secrets of soul transfer. He applied these disciplines to the creation of his Shiroken, a construct army of artificial champions possessed by the enslaved souls of his most hated enemies. Only the destruction of the construct's shell can free the soul within—which is sometimes coherent enough to take on a ghostly form through sheer will.

Like the Afflicted, the souls that Shiro enslaves in his constructs retain their magical abilities and professional knowledge, which they will turn against any threat. If he wishes to, Shiro can himself possess the Shiroken, shifting his consciousness from construct to construct with ease.





SECTION 2:

PLAYING THE GAME

If you are reading this Guidebook, odds are you are the proud owner of Guild Wars Factions, the second release in the Guild Wars series. This installment introduces the realm of Cantha, known as the Empire of the Dragon (check the previous sectionand perhaps your eyesight-if you did not know that) and presents a stand-alone starting point for newcomers to Guild Wars as well as expanding the world for players who started their adventures in Tyria with the Prophecies campaign. Note that as a stand-alone game, Guild Wars Factions requires no other software to play—though purchasing and installing both the Guild Wars Prophecies campaign and Factions will open up a much larger world to the new player.



New to the game?

Dou't get caught with your pants down.

This section quickly summarizes key concepts and terms used in the game so you can hit the ground running. The rest of the Guidebook goes into much greater detail, but this section is a good place to get the big picture.

Terms or names in **bold** represent especially important concepts that every player should know. For a complete glossary of terms you might encounter ingame (especially when chatting with other players) turn to Appendix G in the back of this book.

ONLINE ROLEPLAYING GAMES

Guild Wars Factions puts you in the role of a hero destined to fulfill prophecies and perform mighty deeds that will decide the fate of the world (or at least a large portion of it). You will be able to fight directly against other players, making Guild Wars Factions more fiercely competitive than solo, or single-player, roleplaying games (RPGs)—games in which the player takes on the persona of a character in a story-driven adventure (much like an actor performing a role, but without the stage fright).

Online games like Guild Wars Factions (and the Prophecies campaign before it) allow hundreds or even thousands of players to interact within the same game world. Such games are generally classified as Massively Multiplayer Online Roleplaying Games, a genre usually referred to by the initials MMORPG (or sometimes just MMOG for Massively Multiplayer Online Game). But the Guild Wars series is quite a bit different from the typical MMORPG—Guild Wars requires no monthly fee to play, and gives players the chance to join in highlevel competition against other gamers from the very beginning. In fact, Guild Wars is more accurately described as a Competitive Online RPG (CORPG), with equal opportunities to roleplay a thrilling adventure tale and to compete in battle against other online players.



THE GAME WORLD

In the original *Guild Wars* (also known as the *Prophecies* campaign), players were introduced to three human kingdoms on the northern continent of **Tyria**, as well as less populated and settled regions like the Crystal Desert; or places dominated by non-humans, such as the Shiverpeaks mountain range. Tyria is sometimes called "the namesake continent," since it shares a moniker with the world in which the *Guild Wars* series is set. (Within the game, "Tyria" almost always refers to the continent).

With this release, the complete Guild Wars game world comprises both the northern continent and the realm of Cantha, the setting of Guild Wars Factions. A third area of the globe, the Battle Isles, is dedicated solely to competitive battles and is located outside of either realm (the Battle Isles map is accessible whether you're playing Factions, or the original Guild Wars.) Other regions of the world have yet to be charted, but are sure to be explored in future installments.

As mentioned earlier, Guild Wars Factions is a **stand-alone** game; you do not need to own the original Prophecies campaign to play in Cantha and take part in the battle against Shiro Tagachi. To experience the entire Guild Wars game world and visit Ascalon, Kryta, and the rest of Tyria, you must purchase and install a copy of the original game as well as Factions.

ACCOUNT CREATION

The first thing you need to do to get playing is create an account to play *Guild Wars Factions*. You don't ever need to pay a monthly fee to play *Factions* or the original *Guild Wars Prophecies* campaign, but you will need to choose an account

email and password when you install the game.

CHARACTER CREATION

Your **character** is your avatar in Cantha (or in Tyria, if you have also installed the original *Guild Wars Prophecies* campaign). You can create up to four characters with two professions each; if you are also running the *Prophecies* campaign, you can create up to six. You can customize your character's face, height, and sex; and while playing the game you can add even more unique features by choosing different types of armor and applying dye to your gear if you're into color coordination.



ROLEPLAYING CHARACTERS

There are two ways to begin playing Guild Wars Factions—you can choose to create a roleplaying character that will become the hero of a gripping tale that takes you all over Cantha, from pastoral Shing Jea Island to the dense, crowded streets of Kaineng City to the petrified forests and seabeds to the south. Roleplaying characters can also unlock more options—especially skills and equipment-enhancing Runes—for any PvP-oriented characters you may want to create down the road.



PVP CHARACTERS

A PvP character, on the other hand, starts the game at the maximum level, 20. Your PvP character enters the world of Guild Wars Factions in the Battle Isles, a remote archipelago where player versus player action is the order of the day, and the dedicated fighters of the Zaishen Order stand ready to train you and, eventually, challenge you. PvP characters come with only eight skills, unless you have unlocked others by playing a roleplaying character-but the eight skills granted to those ready-made PvP templates are carefully chosen by the designers to work well with each other. On the other hand, if you've put in some time on the roleplaying side you will have skills unlocked at the top of the PvP character creation process that you can use to create your own unique templates. From there, you can train up on the basics on the Isle of the Nameless, or get straight to the action in the arenas.



CANTHA

Cantha is both a continent and an empire located to the south of Tyria's namesake

continent. Cantha has long been physically isolated from the northern continent by geography and by the devastating impact of Shiro Tagachi's death two centuries before *Factions* begins. Merchants are another story, however, and direct contact between the northern and southern cultures comes through lines of trade that have never been stronger.

A TALE OF TWO SETTINGS

You have two ways to jump into this new series of adventures set in the Empire of the Dragon. If you already have the first *Guild Wars*, you can travel to Cantha via ship from the city of **Lion's Arch**. If you wish to begin your *Guild Wars* adventure in Cantha itself, you will start at the **Shing Jea Monastery** under the tutelage of **Master Togo**.

CHARACTER BASICS



In Factions, you will take on the role of an adventurer in Cantha—in short, you are the hero of a fantasy epic, eventually allying with other heroes to save (and change) the world. But what kind of hero will you be?

ROLEPLAYING OR PVP?

In Guild Wars Factions you can create up to four unique characters (if you also have the Prophecies campaign installed, the number of character slots increases to six). From the beginning, you have a choice. You might create a first-level roleplaying character to experience the full, rich story of Guild Wars Factions and unlock more skills, find more items, and learn more about the realm of Cantha. You might also choose to create a PvP ("Player vs. Player") character who starts at level 20-the maximum level allowed-and comes with a pre-selected set of eight skills to use against your fellow players in strategic combat. For much of this Guidebook, we will assume that you have opted to create a roleplaying character. (In general, a 20th-level roleplaying character will be more versatile in PvP combat than a 20th-level PvP-only character, since roleplaying allows you to unlock many more skills and collect much more impressive armor and weapons.)

Note: For all the details on PVP gameplay, the Battle Isles, and the Zaishen Order, see Section 6.

HEALTH AND ENERGY

Every character possesses Health—represented by a red bar at the bottom

center of the screen—and Energy (the blue bar displaying how much magical power the character possesses). Both Health and Energy replenish on their own over time when they are depleted by combat or other uses, but note that Health only regenerates naturally when outside of the fight (Energy replenishes on its own during combat). Enemies can turn this regeneration into degeneration with the right spell or skill. You and your allies can use skills to boost regeneration of Health and Energy, and sometimes even temporarily increase the maximum of each.

You can find your character's level displayed on the XP (experience point) bar in the upper left corner of the screen. As you accomplish tasks and slay enemies, your character will earn more experience and gain levels, growing more powerful. The most efficient way to level up is to combine missions and quests with a full slate of monster-killing.

THE USER INTERFACE (UI)

The user interface, or UI, is how you interact with the game and the in-game world. The various UI elements include controls for sound and graphics, menus displaying party members and quest objectives, maps great and small, and of course the all-important Skill Bar to name a few. The entire user interface is customizable.



In this screenshot, the visible elements of the UI include the Skill Bar, the Party Menu, the XP Bar, the Mini-Map, the Menu button, and the Chat button.

Menu Items & Windows

Movement

DEFAULT KEYBOARD LAYOUT





Here some of the option menus have been opened—the menu on the left is the basic options panel, the menu in the center allows you to reset your keyboard commands.

MENUS

Many different options are available from the main menu (the corresponding keyboard shortcuts listed here use the default settings).

HERO (H Key)

The Hero menu gives you a quick look at what pen-and-paper RPG players would call your "character sheet." At a glance, you can also see your profession choices (in order), your character's level and skill points available for spending, as well as the numeric total of all your experience points (XP) The menu shows additional details divided into three tabs.

- Attributes: The portion of this menu you're likely to reference the most will be your attribute point outlay—in addition to your total unspent attribute points, this menu displays all of the attributes your character currently possesses, your score in each, and the buttons that allow you to add or subtract points from each attribute. You can raise attributes at any time, but you can only removes points from an attribute when you're in a town or outpost.
- Faction: This tab displays your total faction points (usually referred to simply as "faction") with various groups or belief systems. Currently, you may earn faction with the god Balthazar, the Luxons, or the Kurzicks. Certain NPCs will allow you to redeem the faction

you have earned in exchange for other rewards.

• Titles: Performing certain heroic deeds (and some not-so-heroic-butstill-impressive deeds) can earn your character special titles that will be displayed on this tab. To earn the Explorer title, for example, you must explore a certain portion of the world map-and you won't earn the title of Dragonslayer by being kind to small animals and old ladies, to name another example. Prestige earned through skillful PvP play, which was called "Fame" and "Rank" in Guild Wars (the original Prophecies campaign) is now treated as a title and shown in this tab as well.

INVENTORY (I key)



To view all of your equipment and a "paper doll" interface with which you can outfit your character, check the Inventory menu. There are slots for your head, chest, arms, legs, and feet, along with two slots for weapons and one for your guild cape.

You can also cycle through the inventory contained in your backpack (hit F5), your belt pouch (hit F6), along with your first (F7) or second (F8) bag slots. Bags and belt pouches are usually found later in the game—if you don't have yours yet, don't worry, you'll find them for sale eventually. The Inventory menu features a "wastebasket" icon that lets you get rid of gear you don't want to carry around any more—it's rare that you actually want to use it, but sometimes merchants won't want to buy things from you and you'll need the space for more valuable items.

INVENTORY BAGS (F9 key)

You can use this option to bring up all of your bags without the paper doll interface. This is sometimes a more convenient way to get a snapshot of everything your character is carrying, especially when trading or just keeping your gear organized—sometimes you can free up space by stacking identical items into the same bag slot.

ITEMS, LOOT, AND TREASURE: COMMONLY ASKED QUESTIONS

Monsters and other computer-controlled foes often drop items you can use in the game, or sell to others on Trade Chat. Other items are available from crafters, weaponsmiths, and merchants. Sometimes, in explorable areas, you will discover treasure chests which contain even more goodies. But whether they're dropped, bought, or found, they're all items in your inventory.

Where can I get a key to open treasure chests?

Keys to unlock chests can be purchased from merchants or found on the bodies of fallen foes. Chests can be found in most any explorable or mission area, and are named for the area in which they're found. You will need a key with the matching name to unlock that chest, and each key can only be used once. Chests often contain very

rare items, but they may not always be of use to your character. In such a case, trading the item for gold or something your character can use is the way to go.

Why do I need these identification and salvage kits?

Identification kits allow you to find out what is special about any unidentified magic items—be they weapons or something else. This isn't just for your own edification; knowing what something does is tantamount to knowing what it's really worth. (You can't get a magic weapon's +2 damage bonus unless you know it's there.) Never sell something that's unidentified, or you won't get its real value. Salvage kits are also critical. The normal salvage kit can let your character disassemble almost anything, breaking it down into materials that crafter NPCs can use to create new, more useful equipment. The pricier expert salvage kit, on the other hand, ean offer much more. Many items, especially pieces of armor worn by monsters and other foes, are not much use if you wear them. But break them down, and they might turn into Runes which can augment armor or upgrade components that can enhance your weapons.

How can I tell how rare or valuable an item is?

When you hold the cursor over an item (whether the item is on the ground or in your inventory) a tool tip pops up giving the name of that item, along with other pertinent information. Even without using an identification kit, the color of the item's name can tell you how rare it is-if the item is a weapon, then the rarer it is, the better it is and (in general) the higher the skill requirements to use it. If the name is white, it is relatively common and nonmagical. If it is blue, it is magical. Names of items that are uncommon appear in purple, and rare item names appear in gold. Unique item names appear in green—such items are almost always dropped by boss enemies you have defeated. Remember: If an item has been dropped by an enemy, and its name appears in any color, you will need to use an identification kit to uncover more details.

How do I come up with a price for an item I want to sell, or make sure I'm not being overcharged for an item I'm buying?

You can use rarity as a general guideline, otherwise you must use your own judgment or the advice of friends to determine whether a given item is worth what another player is asking for it. Keep an eye on Trade Chat to see what is on offer, and how much items are going for on average. When trading with another player, you can always check the items you are trading for to make sure you're getting what's been advertised. And never, ever, purchase an item that has already been customized for another player especially armor, which is customized by default-since your character will not be able to use it.

SKILLS (K key)



To view all of the skills your character has learned, select this option on the main menu or press the K key. Skills are grouped alphabetically by attribute by default. You may also choose to sort your skills by profession, by skill type, and by other features. Sorting your skills can be especially useful when choosing a chain of attack skills for an Assassin character, for example. The names of elite skills are in gold letters—usually your Skill Bar can only carry one elite skill at a time; the exception is when you already have one on the Skill Bar and you use a Signet of Capture in the field to learn a new elite skill (when you return to a town or outpost, however, you will need to choose only one

before you head back out into the world). You can view your skill list whenever you like, but you can only add new skills to your Skill Bar while in a town or outpost.

MAP TRAVEL (M key)



Your character has access to three maps: the Travel map, the normal overhead Area map, and the mini-map (sometimes called the "radar" as it lets you detect enemies, allies, and other players as colored dots) which is always displayed by default in the upper right corner of the UI. The M key opens the Travel map, a view of the continent of Cantha that depicts all of the towns, outposts, and missions to which you can travel (you can only instantly travel to a location you have already visited). Sea transport is waiting in the form of the ship icon to carry you to the Battle Isles for high-level PvP arena play. Click the left-mouse button to zoom in or out from a much larger world map view (pins represent major towns or mission locations) and hop quickly from one part of Cantha to another. When zoomed in, you can hold down the right mouse button and drag the mouse to move the map around and get a better look at your immediate area and travel options. Note that you cannot directly reach explorable areas using the Travel map; you will need to get to the nearest town, outpost, or mission location and walk into them.

MAP AREA (U key)

The Area map is smaller than the Travel map, but focuses more closely on your immediate surroundings. To track your path through the current explorable area or missions, check this map by selecting the Map Area option on the main menu,

or press the U key. Your path through the instanced area appears as a trail of dots. If your character dies in action and returns at the nearest resurrection shrine, you will notice the path is still marked on the map, meaning all of the enemies you've already defeated along that path are still down. If you return to a town or outpost to remove the Death Penalty your character incurred and return, the previous path will have disappeared, and all of the foes you defeated last time will be back. This map can be resized by clicking and dragging the window.

OBSERVE (B key)



The biggest matches in PvP and guild vs. guild play are online and ready for an audience. That's where Guild Wars Factions Observer mode comes in—with Observer mode, you can dive into these matches, watch from key points on the map, follow single characters, and (most importantly) study up on the competition while you take in a thrilling combat spectacle and chat with fellow observers.

GUILD (G key)



The G key is your hotline to your guild. The Status tab allows you to see all guild members' names grouped by rank (from Leader to Officers on down to Members) as well as who is currently online. The Guest tab shows you which guilds consider you a guest. The Status tab displays any guild announcements, which Officers and the Leader can edit, along with a complete guild history detailing when members joined up. The guild leader has a few more control options, including the power to disband the guild. No matter which tab is selected you can always transport to your Guild Hall (if your guild has one) for guild vs. guild battles by pressing the Guild Hall button. While in the Guild Hall, you can use the return button to go back to the location you were before visiting the Guild Hall.

PARTY (P key)



The Party menu is one of the most important in the game, and you will usually want to keep it open to keep an eye on the Health and Conditions under which your teammates, allies, and henchmen are operating. The Party menu lets you target specific party members or allies quickly (hold down the Shift key to "soft target" and avoid interrupting your Attack), an especially important feature for Monks and other healers, though all members of the group should keep an eye on each other. You never know when a well-aimed arrow or sword might keep a fellow hero alive, but the Party menu lets you guess with uncanny accuracy.

SCORE CHART (O key)



This menu selection is used in PvP battles to track the action in detail, including charts displaying damage inflicted over time and the morale levels throughout the course of a match.

OPTIONS (F11 key)



This menu is the catch-all for the various features of *Guild Wars Factions* you want to control that aren't covered in the previous menus.

- Language Options let you set the language in which text appears in the game and filter out objectionable language.
- Graphics Options feature controls for the video resolution, from Window mode to more detailed full-screen settings. You can adjust the video refresh rate

(Default is recommended), the size of onscreen UI components including all menus, and your Anti-Aliasing settings. A sliding control lets anyone find their computer's best balance between the game's operating speed and graphic quality, while the Advanced button allows you to tweak terrain, textures, shadows, and other specific features.

- Sound Options include separate volume sliders for music, audio background, and effects, along with a quality slider,
 - Game Options include two The important . sub-menus. Control Setup button opens a menu that allows you to set new or different keyboard shortcuts for every action in the game. You can also activate or deactivate mouse walking, inverted camera control, nearby names in PvP, the double-tap auto run feature, and the double-click default action (i.e., "Do It"). Customize Layout lets you choose which UI features are displayed. You can deactivate or activate any that you wish, but remember-many are where they are for good reason.

LOG OUT (F12 key)

When the real world intrudes and it is time to leave Cantha—at least for a little white—select Log Out from the main menu or hit F12. You'll have one last chance to change your mind, and then you are returned to the log in screen. If you log out in a town, outpost, or mission outpost, you will be there when you log back in. If you log out while in an explorable area you will be in the nearest town or outpost upon your return. If in a mission or arena (suddenly bowing out of either without good reason is bad form, needless to say) you will return to the mission town or arena waiting area.

Professions and Attributes

Each character has two professions: a primary and a secondary. Your primary profession is the one you choose when you begin the character creation process. Certain character elements, including armor style and the primary attribute, are attached only to primary profession choice. You cannot use the primary attribute of your secondary profession.

This combination of professions helps decide what role your character will serve in the story and what skills you can choose from. Each profession comes with a set of 4-5 attributes, base abilities that affect the character's choice of skills. As you grow in level from first to twentieth you will earn attribute points you can spend to boost your abilities. At any time, you can enter a town and redistribute your attribute points to focus your character in a different direction. To bring up the attributes menu, press the H key.





The Assassin; deadly master of Shadow Step.

THE EIGHT PROFESSIONS AVAILABLE IN GUILD WARS FACTIONS ARE:

- Warrior: A fierce melee fighter and an excellent beginner class.
- Elementalist: A powerful and often destructive magician.
- Monk: Wields the divine power to heal, protect, and smite.
- Ranger: Deadly with a bow, ally of beasts, in touch with nature.
- Mesmer: /A masterful, / magical manipulator of minds.

- Necromancer: A dark sorcerer with power over death and undeath.
- Assassin: Lethal master of Shadow Step and deadly dagger combos.
- Ritualist: A spirit-summoning jack-ofall-trades.

The Ritualist and Assassin are unique Canthan disciplines and can only be played if you own and install *Guild Wars Factions*.

SECONDARY PROFESSIONS

Guild Wars Factions allows you to choose a secondary profession to complement the first. You can combine the eight professions in any way you choose, and the early quests in the game at Shing Jea Monastery will give you the opportunity to "test drive" these potential secondary professions before you make your final choice. Your secondary profession comes into play soon after you choose the first, and opens up a whole new slate of skills for your character to master and employ. The order in which you combine professions makes a big difference in the kind of character you end up with, since only the primary profession brings along a primary attribute.

For example: A Warrior/Monk (a character with the primary profession Warrior and the secondary profession Monk) will be able to use Strength, the primary Warrior attribute to add armor penetration and a damage bonus to melee attacks; but not Divine Favor, the primary Monk attribute that gives a healing bonus to all Monk spells that target allies. A Monk/Warrior, on the other hand, would possess Divine Favor but have to give up Strength. In this very general example, the Warrior/ Monk might be the type of indestructible powerhouse who charges right into combat, healing and self-protecting with Monk skills while dealing heavy damage to the enemy with Warrior abilities. The Monk/Warrior might be primarily

concerned with staying at a distance and keeping other members of the group alive with healing magic while using warrior abilities to fight off foes who get too close. Those are just two examples, and ultimately the type of character you play will be up to you. For more on potential profession combinations and sample character builds you can try, see the Professions section later in this book.

SORTING FRIEND FROM FOE

As you journey through Cantha, you will encounter allies, enemies, and other players. To easily sort out these various elements, use the Ctrl and Alt keys. Hold down Ctrl to bring up the names and locations of all enemies within rangeeven enemies on the other side of a wall, mountain, or other visual obstacle. Click on the name to target that enemy. You can do the same with allies, NPCs (non-player characters), signs, treasure chests, and inanimate objects by holding down Alt. The Alt command is especially useful in towns, where the sheer number of players present can make it tricky to spot and target useful NPCs like Merchants, Skill Trainers, and quest-givers.

Note that each command works slightly differently depending on your location: outside of town, Alt will let you see the names of party members and loot as well as NPCs, Ctrl will only bring up enemies. In town—which by definition contains no enemies—holding down Alt brings up NPCs only, while Ctrl lets you see all of the other players currently in that town (and district), including your party members. Players whose names are light blue are not in a party; those with dark blue names are currently in a group.

DO IT!

To simplify your interactions with the world, use the default action key. By

default (so to speak) the default action key is the space bar, also known as the "Do It!" button. If you have targeted an enemy with the tab key or by clicking the left mouse button, hitting the space bar will automatically send your character in with a default attack. If you have targeted an NPC, the "do it!" button takes you to that character to initiate a conversation (assuming the character has anything to say). If you target a signpost, a treasure chest, or a loot item, the space bar will take your character right there.

SKILLS

Guild Wars Factions features hundreds of different skills—specific abilities each character can bring into battle. Many skills take the form of magical spells, including Enchantment Spells (generally beneficial to you or your allies) or Hexes (generally harmful to your enemies). Others might be a specific form of attack, a defensive Stance, a powerful Shout, or a Signet that grants powers outside of your profession's usual bailiwick. Most are powered by your character's Energy, though some especially certain Warrior skills—are powered by other sources, such as adrenaline, or might cost nothing at all. Some skills, especially those of the Assassin, can be chained together. For example, use the Assassin's lead attack, off-hand attack, and dual attack skills in that order for more impact. The description of a skill will always tell you what type it is-and if it has no type, it will read "Skill." Look to Section 3 for more detail on skills.

THE SKILL BAR

A character can learn an unlimited number of skills related to the two professions the character possesses, along with a few special skills that link to no attribute. Your character can only *use* eight skills at once, however, and then only outside of town for reasons that will become clear. These

eight skills reside on the **Skill Bar** located in the lower center of the screen. Activate a skill by left-clicking on the skill icon or by hitting the appropriate number key (1-8) on your keyboard. Skill costs are usually paid in Energy, with a casting time ranging from instantaneous to several seconds, and a recharge time which tells you how long you must wait before you can use that skill again. You can switch and swap skills when you are in town; hit the K key to bring up the Skills menu, then drag and drop the skill or skills you wish to equip.

BUILDS

Your two professions, your distribution of attribute points, and the eight skills you choose for your Skill Bar collectively form the basis for your character build. If your particular build is not performing the way you want, you need only go to any town to equip new or different skills (hit the K key to bring up the Skills menu, then drag and drop the skill or skills you wish to equip), and hit the H key to redistribute your Attributes. Note that once you have left town and entered a mission or quest area, you are locked into that build until you return to town.

You may also see players refer to team or party builds. This is merely an extension of the build concept applied to a group of characters. Team builds are most commonly referenced in PvP (player versus player) combat.



Challenges: Missions and Quests

Characters earn experience in many ways, but the most efficient method for gaining XP and levels are by a variety of challenges. The most common are missions and quests. Later in the game you will encounter high-level dangers in elite missions and challenge missions.

MISSIONS

Missions tell the central story of *Guild Wars Factions*, and follow the events surrounding Shiro Tagachi's return to Cantha. Quests link these story elements together and provide big rewards in the form of experience points, skills, gold, and valuable artifacts like weapons and armor.

A note for *Guild Wars* veterans: missions in *Factions* are *not* divided into a primary objective and a bonus objective. Instead, missions now focus on one overarching goal.

Mission locations are marked on your in-game map with a shield icon. If you are in a Mission outpost, you can gather your adventuring group, hit the "Enter Mission" button, and you're off! Missions are generally further broken down into two subtypes, Cooperative Missions and Competitive Missions, Cooperative missions pit you and a group of allies against computer-controlled enemies and bosses. Competitive missions feature two teams with opposing goals. The competing teams may attack one another directly, but victory in the mission requires completion of the goals, not destruction of the enemy team. Teams for Competitive Missions can be selected at random, or you might form a group of allies beforehand to participate.



This NPC has a quest objective for you.

ELITE MISSIONS

Elite missions are a special cooperative challenge for high-level characters. An elite mission is played by a large group of characters on a dungeon-style map featuring multiple rooms, and offers many rewards in the form of gold and rare items. Elite missions allow parties of up to 12 players to team up and face the danger together. Every elite mission has a unique set of objectives and victory conditions, and can only be played by members of the highest-ranked alliance on either the Kurzick or Luxon side. Note that the special cooperative Zaishen Elite mission on the Battle Isles is not considered an "elite mission." For more on alliance ranks, see Section 5: Missions.

CHALLENGE MISSIONS

Challenge missions, like elite missions, are designed for high-level characters looking for big danger and bigger rewards. Challenge missions feature specific goals and objectives depending on the map. Challenge mission maps are smaller than elite mission maps, and are noteworthy for the waves of foes you will face, which frequently re-spawn in a small area. Challenge missions feature a maximum party size of eight, upping the difficulty factor. Unlike elite missions, challenge missions can be played by any group that finds them on the map. They are an excellent way to build up faction with either the Luxon or Kurzick side. Note that the special cooperative Zaishen

Challenge mission on the Battle Isles is not considered a "challenge mission." For more on challenge missions, see Section 5: Missions.

ALLIANCE BATTLES

Alliance battles present a special type of competitive challenge allowing you to earn faction points with the two main factions in the game, the **Kurzicks** or **Luxons**. These battles help decide control of large swaths of the continent of Cantha, meaning that at any given time certain towns and areas may find themselves under control of one faction or the other. Your participation in Alliance Battles will be crucial to this effort. For more on alliance battles and how they work, see Section 6: Player Versus Player.

QUESTS

Quests are offered by quest-giver NPCs. Ouest-givers can be easily identified by the green exclamation points over their heads. Quest-givers usually appear in non-mission towns and outposts. Once you take a quest, just highlight that quest in your quest log (press L to bring up the log) and the next objective will appear on your mini-map. If the objective is off the map, a green arrow will point toward the next goal. When you are close enough to that objective you will see a small green starburst appear on the mini-map. Missions do not have any such guideposts, but you can always check your quest log to see what your current mission objectives might be. Primary quests take place between missions, and are so called because they link one mission directly to another.

GROUPS, ALLIES, & HENCHMEN

Once your character has gained those first few levels, you will probably want to join a group of teammates for the greater challenges ahead. There are many ways to find a group of like-minded players, especially if you choose to establish or join a guild. But the simplest method is to enter

a town, open All Chat (the global chat channel in the game) and type your level, profession(s), and the quest or mission you want to tackle along with "LFG," which means "looking for group." You can also check the chat channels for "GLF" ("group looking for...") or "LFM" (group "looking for more" members) messages. If you are in a mission outpost, odds are everyone else is there looking for the same thing, and you'll be able to assemble a group in short order. If you're looking for help with a quest, it's easiest to find allies with the same goals by searching in the towns closest to your objectives, or near the NPC that gave you the quest in the first place. To invite another character into a group, simply target that character with a left click and press the green "+" icon next to the character's name on your Party menu (if you don't see the party menu, press P).

If you're having no luck finding a complete group, or prefer to go it alone, you can always use henchmen. Henchmen can be found in most every town, and represent the most common and useful character archetypes—a healer, a melee fighter, a ranged attacker, and so on. As your maximum party size increases (by accomplishing missions and moving the story forward) you will find more henchmen become available. Henchmen are almost always a few levels behind your character, and are controlled by the computer, but can ably fill specific roles that need filling in most any group. You can bring a henchman into your group the same way you'd invite anyone elsetarget him or her and click the green + icon next to that henchman's name on your party menu. Henchmen are also handy for exploring an area for the first time before taking it on with your usual group if you want to help in tactical planning. Some players even like to play through the entire game using only henchmen to up the level of challenge.



GUILDS

The formation of guilds is an ancient tradition all over the world of Tyria, from Cantha to the northern kingdoms and beyond, and has at many times through history led to war between the guilds. The first Guild Wars are long over, but the guild system is stronger than ever.

A guild is a group of players (up to a maximum of 100) banded together as a "super-team" sharing a name, optional costume accessories, and (if the guild is wealthy enough) a Guild Hall to call its own. Guilds can battle each other in a global competition that turns Guild Halls into battlegrounds, and compete to take the glory of the gods for their region in ongoing tournaments. These tournaments culminate in a world championship match pitting the best guilds in the game against each other.

If you have the gold, you can form your own guild, choosing a unique cape design from the vast new selection featured in Factions and displayed during PvP combat. As your guild grows in size, you will want to invest in a Guild Hall (tours are available). Guilds are organized by ranks, with the lone Leader at the top, Officers (who have some extra features on their guild menus) nexte down the ladder, and Members filling out the rest. Higher-ranking guild members can grant promotions. Once you are in a guild, all of your characters are considered memberseven those created after you joined. If you ever decide your guild isn't for you, you can leave at any time.

Filling the role of a successful guild leader comes with responsibilities to your fellow players and the members of your guild, so be sure you're ready for the commitment before creating your own guild. Many

well-established guilds already exist in the game and new guilds are always recruiting new members in towns or outposts. You might also have friends already playing who can invite you into their guild.

ALLIANCES

Alliances are unions of many guilds into one "super-guild." Members of all guilds in an alliance can communicate over Alliance Chat, can freely visit each other's Guild Halls, and enjoy other benefits of greater unity. The guild that proposes the first alliance becomes the primary guild, and the alliance takes that guild's symbol as its own.

Alliances are sweeping Cantha, as the long cold war between the Kurzicks and Luxons is heating up. The effects of alliances are clearly visible in two ways: territory control, determined by the results of alliance battles, waged in the name of one faction or the other; and faction control, which grants special privileges to the alliances that have earned the most faction points with either the Luxons or the Kurzicks.

Alliance battles are a new type of PvP gameplay introduced to the world of Guild Wars with the Factions campaign. Alliance battles are only accessible through special NPCs called Ambassadors who transport teams into combat on the alliance battle map. The results of these ongoing battles actually change the territorial border between the Echovald Forest and the Jade Sea, giving control of some towns and outposts to the opposing side. As one faction's situation grows more dire the map on which the alliance battles are played will adjust to favor the faction that is in the worse shape. In practical terms, this prevents one faction or the other from establishing dynastic domination. In terms of the game world of Cantha this balancing act symbolizes the long struggles between the Luxons and Kurzicks and the seeming impossibility that one side will ever conquer the other.

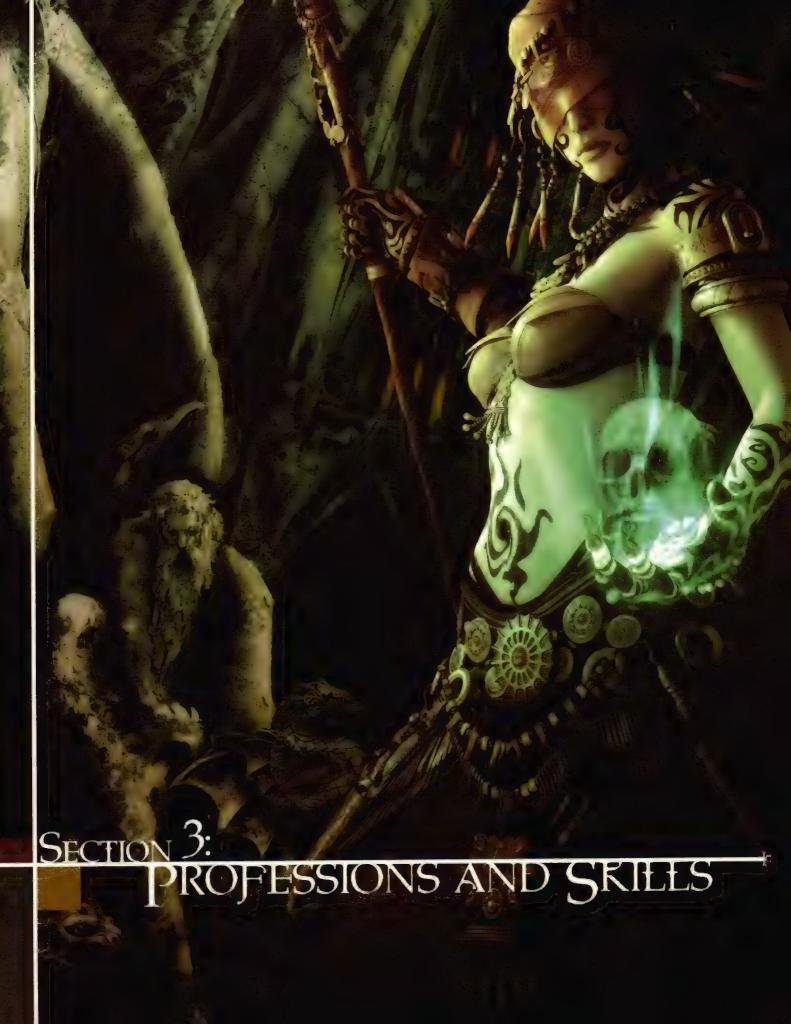
Earning faction points with either the Kurzicks or Luxons might earn your alliance control of a town or outpost. When you are in a town marked with your alliance's symbol on the Travel map, you will see banners displaying the symbol all over town. On the other hand, if you're aligned with the Kurzicks and wander into a town under factional control of the Luxons, you may find only the merchant will speak to you, and then realize that's not *your* alliance's symbol flying high over the town hall.

Player vs. Player

There are many ways to compete in PvP in Guild Wars Factions. As described above, you might participate in a competitive mission pitting your team against another group of players, either in straight-up combat or in some variety of game subtype with players contesting for the same goal. You might also participate in the Guild Wars Tournament, an ongoing battle of high-level characters battling for the honor of their region. The game regions are broken up into the American region (including both North and South American players), the European region, and the Korean region.

PVP COMBAT TRAINING ON THE ISLE OF THE NAMELESS

It is strongly recommended that even if you don't plan to ever play in competitive Player vs. Player matches, you still build a PvP character and go through the PvP combat tutorial on the Isle of the Nameless—it is an excellent way to familiarize yourself with combat methods in Guild Wars Factions. You can also use this PvP tutorial area to test your newly created characters and learn more about their vulnerabilities.



SECTION 3: PROFESSIONS AND SKILLS

CHOOSING A Profession

Assassin, Elementalist, Mesmer, Monk, Necromancer, Ranger, Ritualist, and Warrior: Every profession has its own strengths and characteristics, a weapon or magic specialty, and a unique set of skills with which to deal damage, manipulate the enemy or environment, or protect and heal allies. Each profession provides a set of attributes, which determines the effectiveness of weapons and skills in battle.

Your primary profession not only determines the look of your onscreen character, but also dictates the type of playing style you'll be using most of the time. For instance, the Warrior can support the weight of heavy armor and is highly effective in melee combat, making it a natural choice for close combat and aggro-pulling tactics. On the flipside, choosing this profession will require you to engage your enemies directly rather than hit them from afar with a ranged weapon (like a bow), due to the Warrior's proficiency with swords, axes, and hammers. If ranged fighting is your forte then you should consider a different primary profession such as Ranger.

There is no right or wrong profession in Guild Wars Factions—it's simply a matter of choosing one that you find enjoyable, and then exploring the many ways you can hone that character by manipulating attribute points, playing with different weapons, and experimenting with the myriad skills available to you.

Secondary Professions

Heroes in *Guild Wars Factions* have the benefit of learning a secondary profession to complement their primary one. By training in a seemingly unrelated art or occupation, your character acquires additional skills and attributes related to that profession (except for its primary attribute). These additional abilities enable you to craft a truly unique character you can further tailor to your liking to mirror your preferred playing style.

CHOOSING A SECONDARY PROFESSION

With so many professional combinations and skills to choose from, it's easy to become overwhelmed when faced with building your hero. Since Guild Wars Factions stresses player skill over the experience grind, there is no supremely powerful character build that will trump every opponent through brute force. That means it is important that you understand your character's strengths and weaknesses, and employ smart tactics on the battlefield.

To get you started, we crafted some sample builds for each profession to give you some ideas on how to create and tweak your own. These builds are not absolute, nor should you consider them the only options available to you. As you progress through the game, you'll undoubtedly develop your own brand of preferred profession combinations (especially once you engage in PvP competition against living opponents) to fit your playing style.

USING SKILLS

The introduction covered the basic concepts behind skills and skill use. Here's where you can learn all about each and every skill available in *Guild Wars Factions*. Consider consulting the list and reorganizing your skills before leaving a town or outpost, since you will be unable to change your arsenal of equipped skills once you leave the confines of safety. You may find it useful to collaborate with fellow players before exceptionally tough missions, so that you are fully prepared to meet the challenges ahead of you.

Remember that certain skills are directly tied to corresponding attributes of your character's primary and secondary professions. By manipulating your character's attribute points, you effectively boost or reduce the effectiveness of any skill tied to it. For instance, if your sword-swinging Warrior has reduced Swordsmanship abilities, the Sever Artery skill will be hampered slightly, resulting in less bleed damage to an injured opponent. Always be aware of the relationship between your preferred skills and the attributes associated with them.



SKILL TYPES

Every skill has a type listed at the beginning of each skill description that lets you classify that skill: a skill description of a spell skill, for example, will begin with the word "Spell." Here are the skill types you can expect to encounter in *Guild Wars Factions* (with an example in each category). If a skill does not have a specific type, the description will lead off with the word "Skill."

- Attack. Attack skills represent a special way to use your weapon to cause addition damage and other effects. Most Attack skills require that a character have a specific weapon type equipped to use them and are labeled as follows:
 - Axe Attack. An attack skill that can only be used while wielding an axe.
 Only the Warrior has axe attacks.
 - Bow Attack. An attack skill that can only be used while wielding a bow.
 Only the Ranger has bow attacks.
 - o Hammer Attack. An attack skill that can only be used while wielding a hammer. Only the Warrior has hammer attacks.
 - Sword Attack. An attack skill that can only be used while wielding a sword.
 Only the Warrior has sword attacks.
 - Lead Attack. An attack skill that can only be used while wielding a dagger. Only the Assassin has lead attacks. You must successfully strike with a Lead Attack before using any skill that says "Must follow a Lead Attack" in the description.
 - o Off-Hand Attack. An attack skill that can only be used while wielding a dagger. Only the Assassin has off-hand attacks. You must successfully strike with a Off-Hand Attack before using any skill

- that says "Must follow an Off-Hand Attack" in the description.
- O Dual Attack. An attack skill that can only be used while wielding a dagger. Only the Assassin has dual attacks. All Dual Attacks cause you to attack twice in rapid succession. Both of these attacks will cause whatever effect the skill's description describes if they hit. You must successfully strike with at least one part of a Dual Attack before using any skill that says "Must follow a Dual Attack" in the description.
- Glyph. The Elementalist profession employs Glyphs, special arcane marks that that enhance the next spell skill the Elementalist casts. Only one Glyph may be active at a time, and after the Glyph affects a spell, it ends.
- Pet Attack. A Ranger's pet (an adopted wild animal trained by the Ranger) can sometimes do more than just bite, claw, and snarl at the Ranger's foes. Pet attack skills allow pets to perform more focused, spVecialized attacks that may interrupt an enemy, knock them down, and more. A pet attack is instantaneous for you to use (like shouts), but only has an effect the next time the pet attacks an enemy, and the pet cannot carry out more than one pet attack at the same time. If you use one pet attack immediately after another before the pet has time to attack, only the second one will actually be used.
- Preparation. Skills of this type are used by the Ranger profession to modify their normal weapon attacks. These skills only affect the skill user's attacks, and only one can be used at a time. An example of a Preparation is the Ranger skill Apply Poison.
- Ritual. A Ritual skill creates a Spirit—a ghostly incarnation which has a magical effection nearby allies or enemies. Spirits possess Health and can be attacked and

destroyed, but they cannot be healed, Hexed, or Enchanted. If a second allied Spirit is created within range of an identical Spirit created earlier, the first Spirit will be destroyed. There are two Ritual subtypes. Note that a Ritual skill description will always begin with one of the two following names—there are no skills referred to only as "ritual."

- Binding Ritual. Binding Rituals are used by the Ritualist profession. In general, Spirits created with Binding Rituals harm foes or help allies.
- Nature Ritual. Nature Rituals are used by the Ranger profession. In general, Spirits created with Nature Rituals affect all creature types, including both allied creatures and enemy creatures.
- Shout. This skill type can be used instantaneously, even when the user is knocked down or in the middle of using another skill. Shouts often have an effect on more than one target, and their names almost always end in an exclamation point! The name of the skill appears in a speech balloon over the character's head when used.
 - Signet. Signets often allow a member of one profession to use an ability similar (if not identical) to another profession, such as the Resurrection Signet that allows any profession to bring dead allies back to life. Most Signets can be used by members of any profession, and have no Energy cost.
- Spell. A spell is a skill based on the character's magical abilities. Most spells cost Energy, and are often said to be "cast" when used. In addition to the broad "spell" category that covers many such skills, there are three subtypes of spell that function in specific ways:

- Enchantment Spell. These are usually cast on allies, and have a positive benefit for the target.
- Hex Spell. These, on the other hand, usually target foes and have a negative effect on the target.
- Weapon Spell. Ritualists can cast Weapon Spells that change the way another character's weapon looks and performs.
- Stance. This skill type represents that character taking on a particular posture that provides benefits to the user in combat. Only one Stance may be used at a time, and usually affect only the user. Like Shouts, Stances can be used instantaneously, even when the user is knocked down or in the middle of using another skill.
- Trap. The Trap skill type, usually the purview of the Ranger profession, works much like one would expect. The Ranger uses the skill, places a Trap on the ground that cannot be seen by foes. When an enemy sets the Trap off by getting to close, the enemy trigger's the Trap skills effect. When placing a trap, use caution—it does not take much to interrupt a Trap skill, even being hit by normal damage will do it. Traps do not affect allies.

A Note to Guild Wars Veterans:

You may notice that not all skills from Guild Wars have carried over to Factions. If you have both campaigns installed, you will still have access to all of the original skills in addition to the new skills described here. If you choose to install only Factions, only the following skills will be available.

SAMPLE BUILDS

There are 56 different profession combinations you can construct in *Guild Wars Factions*, which can then be further individualized with eight active skills. With hundreds of skills to choose from, the possibilities are nearly limitless. Rather than print a simple laundry list of every

possible build combination, we consulted Isaiah Cartwright, an ArenaNet designer intimately familiar with skill balancing and character creation, for some examples on strategic character builds.

For each of the eight primary professions, Isaiah crafted three unique builds suited to a particular game type. The PvE build is a roleplaying character tailored for players engaged in the storyline of Factions. Unlike a PvP hero, PvE skills must be earned in-game over time. Often these skills will be offered as quest rewards by quest-giver NPCs, or you can purchase them from skill trainer NPCs using skill points you've earned by gaining experience. Therefore, some of the builds you see within these pages have been developed over the course of hours of play (and often possess an elite skill which was taken from a boss via Signet of Capture).

"PvP Random Arena" and "PvP Team" builds are created with the PvP character creation tool. Users can select a pre-made build or construct their own by picking a primary and secondary profession, pumping up desired attributes, then cherry-picking armor, weapons, and skills from a list of available items. "PvP Random Arena" character types are designed to be robust enough to function on their own for solo play, since random battles often toss players into an unpredictable mix of new and veteran players. "PvP Team" types are designed for Guild battles, where communication, teamwork, and cooperation are crucial elements for victory. These builds are designed to function best alongside other players traveling in packs, and are usually highly specialized to perform a certain task efficiently.

Take note of the attribute point allocation and skill distribution for each example. Note that attributes that have been boosted with an attribute modifier (such as in this example) were done via a combination of a rune and a piece of headgear such as a tattoo, helmet, or mask: Dagger Mastery, (12+4). In this case, a superior rune supplied the +3 and a hat provided +1 for a total of 4 additional points.

To avoid potential confusion, the skill descriptions in the sample builds have been left intentionally vague in terms of numeric values, since attack damage or the length of time a conjured Spirit survives is directly proportional to the corresponding attribute point value. Use these builds as inspiration for designing your own, and refer to the skill lists of each profession for concrete ranges.

Consult these sample builds for an inside look at developing a strong hero to fit the task at hand. As previously stated, these creations are merely suggestions to inspire you to nurture your own. Good luck.



ASSASSIN

The Assassin moves through the shadows like a ghost, invisible to enemies until it's too late. The dagger is usually the Assassin's weapon of choice, and the critical hit is the tool Assassins use to inflict massive damage over a very short period of time. The Assassin can use daggers to string together a chain of potent and painful attacks, giving the enemy little time to react.

Assassins favor lightweight armor that doesn't restrict movement. Magical skills include Hexes that lower the target's defenses and spells that protect the Assassin from harm. Perhaps the Assassin's most notable ability is Shadow Step—an innate talent that appears in many Assassin skills and allows instant teleportation to a distant target.

PLAYING THE ASSASSIN

Assassin is the perfect profession choice for the player who likes to work at close quarters against the enemy, but not under the usual conditions the tank-like Warrior is subjected to. This profession has many options for reaching a specific targeted enemy quickly and piling on critical damage with linked attacks. From there, the Assassin can retreat to safety and recharge, pull from its secondary skills, or pick a different target altogether and continue doling out damage. The Assassin can also Shadow Step across the melee in an instant, unleashing lethal force on enemies attempting to hide in the back lines. In PvP action, the Assassin may be a successful flag runner, using Shadow Step abilities to quickly retrieve a new flag from the enemy base, but there are limitations to using Shadow Step for flag running. First, the Assassin will drop any buildle items, such as a flag, when Shadow Stepping, so the ability will get the Assassin to the flag, but Shadow Step will not help in getting the flag back to the allied base. Second, in order to

Shadow Step, the Assassin must have a clear path to the target. An Assassin cannot shadow step through a closed gate!

WEAPON OF CHOICE: DAGGERS

Most Assassins prefer to work with weapons that are most effective when used up close and personal. And that means a pair of razor-sharp daggers forged by the finest Weaponsmiths in Cantha. As with most weapons, the better ones require a certain level of skill mastery to use—in this case, the Assassin's Dagger Mastery attribute.

Assassin Attributes

Critical Strikes (Primary)

For each point spent on this primary attribute, the Assassin gains an additional 1% chance to score a critical hit and have a chance to regain Energy for every critical hit scored. The Critical Strikes attribute does not specifically refer to Daggers, meaning that (unlike Dagger Mastery skills) it can be used effectively with other weapon types. That means you can take

Assassin as your primary choice and use the Critical Strikes attribute to pump up most any weapon or style of attack in your arsenal.

Dagger Mastery

Boost the Dagger Mastery attribute to boost the damage the Assassin inflicts with daggers and the chance to land a critical hit with a dagger. Daggers are crucial for using an Assassin's link attacks. Link attacks must be used in a certain order to work properly: first a Lead Attack, followed by an Off-Hand Attack, with a Dual Attack to round out the chain. Note that some skills can be used as Lead, Off-Hand, or Dual Attacks; and in special cases an Off-Hand may follow a Dual Attack, for example (in those cases, this special circumstance is spelled out in the skill description, as with the Repeated Strike skill). Link attacks only work with the Assassin's weapon of choice, a pair of daggers.

Deadly Arts

Increase the Deadly Arts attribute to improve the duration and effectiveness

of Hexes and other skills that make a single enemy vulnerable to the Assassin's strikes. Many of the skills linked to Deadly Arts will add damage to attacks and sometimes can serve to fill in for an Off-Hand or Dual Attack that is still recharging.

Shadow Arts

Put points into the Shadow Arts attribute to improve skills that boost the Assassin's defenses and allow instantaneous movement known as Shadow Stepping. The Shadow Step ability appears in many skills based on this attribute, and is essentially a form of teleportation that in most cases puts the Assassin in the perfect spot to inflict the most damage. Many skills that the Assassin can use to restore Health can be found linked to this attribute (those skills often grant you hit points when you Shadow Step to a particular location).



ASSASSIN BUILDS

ASSASSIN/MONK—PVE

Attributes

Critical Strikes: 9 (8+1) Dagger Mastery: 16 (12+4) Shadow Arts: 11 (10+1)

Skills

- 1. Jagged Strike
- 2. Fox Fangs
- 3. Death Blossom
- 4. Flashing Blades
- 5. Death's Charge
- 6. Shadow Refuge
- 7. Purge Conditions
- 8. Rebirth

The Assassin is normally a tough target, but when paired with a Monk's skills it is an indispensable component of a well-rounded PvE party (especially if you are apt to tote henchmen along on your crusades). Not only does this build have the advantage of using the Assassin's signature skills, but you also gain the ability to remove Conditions and resurrect fallen party members.

Combat tips:

- Maintain Flashing Blades throughout the encounter to protect you from melee damage.
- Dish out the pain with the following combo. Jagged Strike
 Fox Fangs > Death Blossom.
- Use Purge Conditions to shake off negative effects from a target ally.
- Cast Rebirth to resurrect a fallen comrade.

ASSASSIN/MESMER—PVP RANDOM ARENA

Attributes

Critical Strikes: 9 (8+1) Dagger Mastery: 16 (12+4) Illusion Magic: 9 (9)

Shadow Arts: 6 (5+1)

Skills

- 1. Black Mantis Thrust
- 2. Temple Strike
- 3. Twisting Fangs
- 4. Fragility
- 5. Shadow Refuge
- 6. Dash
- 7. Distortion
- 8. Resurrection Signet

The token Assassin, while fearsome in its death-dealing abilities, can move with the speed, grace, and lethality of a tiger when coupled with the Mesmer profession. Using a series of chained attacks and Illusion Magic, the Assassin/Mesmer can debilitate most any target.

Combat tips:

- Use Fragility repeatedly on enemies to inflict injury for every new Condition the target either suffers or recovers from.
- Attack with the following combo:
 Black Mantis Thrust > Temple
 Strike > Twisting Fangs.

ASSASSIN—PVP TEAM

Attributes

Critical Strikes: 9 (8+1)
Dagger Mastery: 16 (12+4)
Shadow Arts: 11 (10+1)

Skills

- 1. Palm Strike
- 2. Repeating Strike
- 3. Twisting Fangs
- 4. Impale
- 5. Dark Prison
- 6. Siphon Speed
- 7. Resurrection Signet
- 8. Critical Eye

This build is designed using only Assassin attributes and skills. You can use it as the basis for your own, more complex builds; it also works great as a basic build to use in PvP or roleplaying adventures. Bear in

mind that you must eventually choose a secondary profession, whether or not you wish to focus on the skills that coincide with it.

Note that many of the skills in the Assassin's arsenal must be used in a particular order to be effective. It helps to place your attacks in numerical order on the Skill Bar so you can fire them off in sequence, so that your Lead Attack is followed by an Off-Hand Attack, then a Dual Attack, and so on.

The basic Assassin is a cunning and elusive master of deadly arts. Through a quickly executed chain of lethal attacks, this shadowy combatant can cut enemies down to size in little time. Since this build favors fast attacks and quick movement over the ability to wear thick armor, however, it is hardly invincible.

Combat tips:

- Use Siphon Speed repeatedly on enemies to slow them down while simultaneously increasing your own movements.
- Cast Dark Prison to Shadow Step to a foe and slow him down further.
- Alternate between Palm Strike and Repeating Strike to deal heavy damage to an opponent.
- When you miss an opponent, use Twisting Fangs to inflict Bleeding.

COMPLETE SKILLS LIST: ASSASSIN

CRITICAL STRIKES



Black Lotus Strike

Off-Hand Attack. Must strike a Hexed foe. If it hits, Black Lotus Strike strikes for +10..31 damage and you gain 5..20 Energy.

Energy Cost: 10 Recharge Time: 25 sec.



Critical Defenses

Enchantment Spell. For 6 seconds, you have a 25..75% chance to "block." Critical Defenses refreshes every time you land a critical hit.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.



Critical Eye

Skill. For 10..35 seconds, you have an additional 1..7% chance to land a critical hit when attacking. You gain 1 Energy whenever you score a critical hit.

Energy Cost: 5 Recharge Time: 30 sec.



Critical Strike

Dual Attack. Must follow an off-hand attack. If it hits, this attack strikes for +10..30 damage and results in a critical hit.

Energy Cost: 5 Recharge Time: 6 sec.



Dark Apostasy

Elite Enchantment Spell. For 10..35 seconds, every time you successfully make a critical hit, you remove one Enchantment from your target. If you remove an Enchantment in this way, you lose 10..4 Energy or Dark Apostasy ends.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Locusts' Fury

Elite Enchantment Spell. For 10..35 seconds, you have an additional 20% chance to double strike

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Palm Strike

Elite Skill. Target touched foe takes 5..65 damage. This skill counts as an off-hand attack.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 12 sec.



Seeping Wound

Elite Hex Spell. For 5..20 seconds, if target foe is suffering from Bleeding or Poison, that foe suffers Health degeneration of -2.

Energy Cost: 5 Activation Time: 1 sec.



Sharpen Daggers

Enchantment Spell. For 10..35 seconds, all of your critical hits cause Bleeding for 5..15 seconds.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 20 sec.



Unsuspecting Strike

Lead Attack. If this attack hits, you strike for +19..31 damage. If your target was above 90% Health you deal an additional 10..40 damage.

Energy Cost: 10 Recharge Time: 4 sec.

DAGGER MASTERY



Black Mantis Thrust

Lead Attack. Attack. If this attack hits, you strike for +8..20 damage. If target foe is suffering from a Hex, that foe is Crippled for 3..15 seconds.

Energy Cost: 10 Recharge Time: 10 sec.



Blades of Steel

Dual Attack. Must follow an off-hand attack. If it hits, this attack strikes for +5..10 damage (maximum bonus 50) for each recharging dagger attack.

Energy Cost: 5 Recharge Time: 20 sec



Death Blossom

Dual Attack. Must follow an off-hand attack. If it hits, Death Blossom strikes target foe for +15..40 damage and all adjacent foes take 15..40 damage.

Energy Cost: 5 Recharge Time: 12 sec.



Desperate Strike

Lead Attack. If you have less than 50..80% Health, you deal +5..50 damage.

Energy Cost: 5 Recharge Time: 6 sec.



Disrupting Stab

Lead Attack. If this attack hits, it interrupts target foe's action. If that action was a Spell, it is disabled for 3..10 seconds.

Energy Cost: 5 Recharge Time: 10 sec.



Exhausting Assault

Dual Attack. Must follow an off-hand attack. Target fee's action is interrupted. If that action was casting a Spell, target fee suffers from Exhaustion.

Energy Cost: 5 Recharge Time: 8 sec.



Falling Spider

Off-Hand Attack. Must strike a knocked-down foe. If it hits, Falling Spider strikes for +15..35 damage and target foe is Poisoned for 5..20 seconds.

Energy Cost: 5
Recharge Time: 8 sec.



Flashing Blades

Elite Stance. For 5..20 seconds, you have a 50% chance to block incoming attacks while attacking.

Energy Cost: 10 Recharge Time: 20 sec.



Fox Fangs

Off-Hand Attack. Must follow a lead attack. Fox Fangs cannot be "blecked" or "evaded" and strikes for +10..20 damage if it hits.

Energy Cost: 5 Recharge Time: 8 sec.



Golden Lotus Strike

Lead Attack. If it hits, this attack strikes for +5..20 damage. If you are under the effects of an Enchantment, you gain 3..10 Energy.

Energy Cost: 5

Recharge Time: 15 sec.



Golden Phoenix Strike

Off-Hand Attack. If you are not under the effects of an Enchantment, this skill misses. If it hits, Golden Phoenix Strike deals +10..30 damage.

Energy Cost: 5

Recharge Time: 8 sec.



Homs of the Ox

Dual Attack. Must follow an off-hand attack. If it hits, Horns of the Ox strikes for +15..30 damage. If struck foe is not adjacent to any allies, that foe is knocked down.

Energy Cost: 5 Recharge Time: 12 sec.



Jagged Strike

Lead Attack. If Jagged Strike hits, your target suffers from Bleeding for 3..9 seconds.

Energy Cost: 5

Recharge Time: 4 sec.



Jungle Strike

Off-Hand Attack. Must follow a lead attack. If it hits, this attack strikes for +8..20 damage. If it hits a foe that was Crippled, it does +1..31 damage.

Energy Cost: 5

Skil Recharge: 10 sec.



Leaping Mantis Sting

Attack. If Mantis Sting hits, target foe takes +14..20 damage. If this attack strikes a moving foe, that foe is Crippled for 3..15 seconds.

Energy Cost: 5

Recharge Time: 8 sec.



Moebius Strike

Attack. Must follow a Dual Attack. If it hits, Moebius Strike strikes for +10..35 damage. If you strike a foe

whose Health is below 50%, all your other attack skills are recharged.

Energy Cost: 5 Recharge Time: 8 sec.



Nine Tail Strike

Attack. Must follow an off-hand attack. Nine Tail Strike cannot be "blocked" or "evaded" and strikes for

+15..40 damage if it hits.

Energy Cost: 10

Recharge Time: 10 sec.



Repeating Strike

Attack. Must follow an off-hand attack. if it hits, this attack strikes for +5..20 damage. If it misses, it takes an

additional 15 seconds to recharge.

Energy Cost: 5



Temple Strike

Elite Off-Hand Attack. Must follow a lead attack. If this attack hits, target foe is interrupted, Dazed, and Blinded for 1..8 seconds.

Energy Cost: 15

Recharge Time: 12 sec.





Twisting Fangs

Dual Attack. Must follow an off-hand attack. If it hits, Twisting Fangs strikes for +10..20 damage and struck foe suffers from Bleeding and Deep Wound for 5..20 seconds.

Energy Cost: 10 Recharge Time: 15 sec.



Wild Strike

Attack. Must follow a lead attack. If it hits, this attack strikes for +8..20 damage and target foe loses all Stances.

Energy Cost: 5 Recharge Time: 4 sec.

DEADLY ARTS



Assassin's Promise

Elite Hex Spell. For 5..15 seconds, if target foe dies, you gain 5..20 Energy, and all your skills are recharged.

Energy Cost: 5 Activation Time: 0.75 sec. Recharge Time: 45 sec.



Crippling Dagger

Spell. Send out a Crippling Dagger at target foe. Crippling Dagger strikes for 5..50 earth damage if it hits, and cripples fleeing foes for 3..15 seconds. This spell has half the normal range.

Energy Cost: 5_ Activation Time: 1 sec. Recharge Time: 20 sec.



Dancing Daggers

Spell. Send out three Dancing Daggers at target foe. Each striking for 8..20 earth damage if they hit. Dancing Daggers has half the normal range. This skill counts as a lead attack.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Dark Prison

Hex Spell. Shadow Step to target foe. For 1..7 seconds, that foe moves 33% slower.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 10 sec.



Enduring Toxin

Hex Spell. For 3 seconds, target foe suffers -1.4 Health degeneration. If that foe is moving when Enduring Toxin would end, Enduring Toxin is renewed for another 3 seconds.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Entangling Asp

Spell. Entangling Asp must follow a lead attack. Target foe is knocked down and becomes Poisoned for 5..20 seconds.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 20 sec.



Expose Defenses

Hex Spell. For 3, 10 seconds, target fee cannot "block" or "evade" your attacks.

Energy Cost: 10 / Activation Time: 1 sec. Recharge Time: 10 sec.



Expunge Enchantments

Skill. All of your other non-attack skills are disabled for 10..5 seconds. For each skill disabled in this way, target touched foe loses one Enchantment.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 30 sec.



Impale

Hex Spell. For 20 seconds, next time target foe is hit by a dual attack, that foe is struck for 10..70 earth damage.

Energy Cost: 5

Activation Time: 0.25 sec. Recharge Time: 20 sec.



Iron Palm

Skill. Target touched foe suffers 5..50 damage, and if that foe is suffering from a Hex or Condition, that foe is knocked down. Iron Palm may be used as a lead attack.

Energy Cost: 5 Warnup: 0.75 sec Recharge Time: 20 sec.



Mantis Touch

Spell. Must follow a lead attack. Target foe becomes Crippled for 5..20 seconds.

Energy Cost: 5 Activation Time: 0.75 sec. Recharge Time: 15 sec.



Mark of Death

Hex Spell. For 4..10 seconds, target foe gains 33% less benefit from healing.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Mark of Instability

Hex Spell. For 20 seconds, the next time you hit target foe with a dual attack skill, that foe is knocked down.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Scorpion Wire

Hex Spell. For 8..20 seconds, the next time you and target foe are more than 100' apart, you teleport to that foe and that foe is knocked down. This Spell has half the normal range.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 30 sec.



Shameful Fear

Hex Spell. For 10 seconds, target foe moves 10% faster than normal. For each second, if that foe is moving, that foe takes 5..20 damage.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Shroud of Silence

Elite Hex Spell. All of your Spells are disabled for 15 seconds. For 3..10 seconds, target touched foe cannot cast Spells.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 30 sec.



Signet of Shadows

Signet. Target foe takes 5..35 damage. If your target was Blinded, that foe suffers an additional 15..60 damage.

Activation Time: 1 sec. Recharge Time: 30 sec.



Siphon Speed

Hex Spell. For 5..15 seconds, target foe moves 20% slower and you move 20% faster.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 30 sec.



Siphon Strength

Elite Hex Spell. For 5..11 seconds, target foe deals -15 damage with attacks and all of your attacks against that foe have an additional 33% chance of being a critical hit.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 30 sec.



Way of the Empty Palm

Elite Enchantment Spell. For 5..20 seconds, off-hand and dual attacks cost no Energy.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 30 sec.

SHADOW ARTS



Beguiling Haze

Elite Spell. If target touched foe is casting a Spell, that foe is interrupted and becomes Dazed for 5..11 seconds.

Energy Cost: 10
Activation Time: 0.25 sec.
Recharge Time: 15 sec.



Blinding Powder

Spell. This skill must follow an Off-Handed Attack. Target foe becomes blinded.

Energy Cost: 5
Activation Time: 0.25 sec.
Recharge Time: 20 sec.



Caltróps

Spell. Target foe and all foes adjacent to your target are Crippled for 5..15 seconds. Caltrops has half the normal range.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Dark Escape

Stance. For 5..20 seconds, you move 25 faster and take half damage. Dark Escape ends if you successfully hit with an attack.

Energy Cost: 5 Recharge Time: 30 sec.



Death's Charge

Spell. Shadow-Step to target foe. If that foe has more Health than you, you are healed for 40..130.

Energy Cost: 5
Activation Time: 0.25 sec.
Recharge Time: 45 sec.



Heart of Shadow

Enchantment Spell. Shadow Step to a random nearby location. For 60 seconds, the next time you take damage you are healed for 15..90 Health.

Energy Cost: 5
Activation Time: 0.25 sec.
Recharge Time: 15 sec.



Mirrored Stance

Hex Spell. For 10..35 seconds, whenever target foe enters a Stance, you enter the same Stance.

Energy Cost: 5
Activation Time: 2 sec.
Recharge Time: 30 sec.



Return

Spell. All adjacent foes are Crippled for 3..8 seconds. Teleport target to target other ally's location.

Energy Cost: 5 Activation Time: 0.25 sec Recharge Time: 20 sec.



Shadow Form

Enchantment Spell. For 5..20 seconds, all hostile Spells that target you fail and all attacks against you miss. When Shadow Form ends, lose all but 5..50 Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 60 sec.



Shadow Refuge

Enchantment Spell. For 4 seconds, you take half damage. When Shadow Refuge ends, you are healed for 30..120.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 8 sec.



Shadow Shroud

Elite Hex Spell. For 3..9 seconds, target foe cannot be the target of Enchantments.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 20 sec.



Shadow of Haste

Stance. For 5..20 seconds you move 25% faster than normal. When Shadow Step ends, you return to the location where you activated Shadow Step.

Energy Cost: 10 Recharge Time: 30



Shadowy Burden

Hex Spell. For 4..10 seconds, target foe moves 25% slower and while target foe has no other Hexes, that foe has 20 less armor against your attacks.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 15 sec.



Shroud of Distress

Enchantment Spell. For 30 seconds, if you are below 50% Health, you have a 15.75% chance to evade attacks.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 45 sec.



Unseen Fury

Stance. For 10..35 seconds, you cannot be "blocked" or "evaded" by Blinded foes.

Energy Cost: 5 Recharge Time: 45 sec.



Viper's Defense

Stance. For 30 seconds, the next time you are struck, teleport to a nearby random location. The foe who struck you is Poisoned for 5..20 second[s].

Energy Cost: 5 Recharge Time: 10 sec.



Way of Perfection

Enchantment Spell. For 10..35 seconds, when ever you successfully make a critical hit you gain 10..35 Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 30 sec.



Way of the Fox

Enchantment Spell. For 10..35 seconds, your next 1..5 attack[s] cannot be "blocked" or "evaded."

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 45 sec.



Way of the Lotus

Hex Spell. For 20 seconds, the next time you hit target foe with a dual attack skill, you gain 5..20 Energy.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 20 sec.

NO ATTRIBUTE



Aura of Displacement

Elite Enchantment Spell. When you cast Aura of Displacement, Shadow Step to target foe. When you stop maintaining Aura of Displacement, you return to your original location.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 15 sec. Upkeep: -1 Energy Regeneration until removed.

Dash

Stance, For 3 seconds, you run 50% faster.

Energy Cost: 5 Recharge Time: 15 sec.



Enchantment Spell. While you maintain Recall on target ally, nothing happens. When Recall ends, you Shadow Step to that ally's location.

Energy Cost: 15
Activation Time: 1 sec.
Recharge Time: 10 sec.
Upkeep: -1 Energy Regeneration until removed.



Signet of Malice

Signet. For each Condition suffered by target foe, you lose one Condition.

Activation Time: 1 sec. Recharge Time: 8 sec.



Spirit Walk

Spell. Shadow Step to target spirit.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 15 sec.



ELEMENTALIST

The Elementalist commands the four elemental forces: earth, air, fire, and water. With magic derived from the very foundations of nature itself, Elementalists can inflict more damage in a single strike than any other profession. There are as many types of Elementalists as there are elements and ways to combine them. Though some Elementalists choose to study two or more elements to maintain broad discipline, many prefer to focus on one unique element.

Earth Magic triggers quakes and volcanoes, envelopes foes in solid rock, and can add to the strength and stamina of allies. Air Magic is driven by the power of storms and lightning, granting allies greater speed or targeting specific foes with a focused, high-damage attack. Fire Magic is often considered the most purely destructive form, inflicting searing pain and damage on multiple enemies. The power of Water is highly manipulative. Water Magic summons ice and mist to slow enemies down and blur their vision, infliets freezing cold damage, and even protects allies from other forms of magical attack.

The primary Elementalist attribute, Energy Storage, gives the Elementalist the highest maximum Energy in the game. This makes other professions that use a lot of Energy, like the Monk or the Mesmer, natural choices for an Elementalist's secondary class. Elementalists should never be at the fore of melee combat, but when surrounded have ample area-of-effect skills handy just in case.

PLAYING THE ELEMENTALIST

The Elementalist can inflict more damage per second than any other profession in the game, period. The key to successfully using the Elementalist in combat is to cast offensive spells often and maintain Energy through the use of special skills. Don't go



toe-to-toe with burly enemies, but instead hit them from afar with attacks that target their weaknesses to certain elements. Don't forget to buff up when you've got the opportunity.

WEAPONS OF CHOICE: WANDS AND STAVES

Elementalists can use a one-handed wand powered by elemental magic, or twohanded staves that do even more innate damage. Each implement of magical destruction is aligned to one of the four elemental forces. Choose your specialty and then complement it with the proper weapon to match, though be sure to increase your attribute points.

ELEMENTALIST ATTRIBUTES

Energy Storage (Primary)

The Elementalist's primary attribute, Energy Storage, increases maximum Energy and boosts skills that help regenerate Energy.

Fire Magic

Improve Fire Magic to increase the duration and effectiveness of the Elementalist's fire

skills, which inflict fire damage and can affect large areas.

Water Magic

Allocate points to Water Magic to increase the duration and effect of the Elementalist's water skills, which slow enemy movement and turns the blood of foes to ice.

Earth Magic

Buildup Earth Magic to increase the duration and effectiveness of the Elementalist's earth skills, which can protect both hero and ally or inflict on opponents damage that ignores their armor.

Air Magic

Air Magic increases the duration and effectiveness of the Elementalist's Air skills, which pierce armor, cause Blindness, and knock enemies flat.

ELEMENTALIST BUILDS

ELEMENTALIST—PVE

Attributes

Energy Storage: 13 (12+1) Fire Magic: 16 (12+4)

Skills

- Lava Arrows
- 2. Fire Storm
- 3. Searing Heat
- 4. Fireball
- 5. Metcor
- 6. /Elemental Attunement
- 7. / Fire Attunement
- 8. Resurrection Signet

This build is designed using only Elementalist attributes and skills, though it could just as easily be modified with a secondary profession. Bear in mind that this particular setup gears your Elementalist to be an offensive weapon, so be sure to stick to your role during quests or missions. When the time comes, unleash the red-hot fury of Fire Magic and sear your foes with terrifying displays of power!

Combat tips:

- Maintain Elemental Attunement and Fire Attunement throughout the fight to maintain a massive Energy reserve.
- Use staff that enhances Enchantment Spell duration to aid in Energy management.
- Spam your targets with an assault of Lava Arrows and Fireball.
- Unleash Fire Storm and Searing Heat upon groups of clustered foes.
- Hit 'em with a Meteor to knock them off their feet.

ELEMENTALIST/ASSASSIN-PVP RANDOM ARENA

Attributes

Earth Magic: 16 (12+4) Energy Storage: 11 (10+1) Shadow Arts: 8 (8)

Skills

- 1. Stone Daggers
- 2. Obsidian Flame
- 3. Crystal Wave
- 4. Obsidian Flesh
- 5. Silver Armor
- 6. Death's Charge
- 7. Shadow Refuge
- 8. Resurrection Signet

Combining the Elementalist and Assassin professions offers a great deal of versatility in playing style. As with most Elementalist-primary combos, you will want to pump points into the Energy Storage attribute. Then you might choose to amplify your desired elemental skills (Earth Magic, in this case) and then use the Assassin's lethal attacks and nimble moves to round out your bag of deadly tricks.

Combat tips:

- Cast and maintain Obsidian Flesh for the duration of the battle for an armor boost and temporary invulnerability against enemy spells, though it will lower your speed.
- Further protect yourself from harm with Silver Armor to evade attack. If you do suffer injury,

- you'll spread some of that love to a nearby foe in the form of Earth damage.
- Spam your targets with Stone Daggers.
- Put the final nail in your target's coffin with Obsidian Flame.
- Use Death's Charge to close the gap between you and your target, and then follow up with Crystal Wave.

ELEMENTALIST—PVP TEAM

Attributes

Air Magic: 16 (12+4) Energy Storage: 13 (12+1)

Skills

- 1. Lightning Surge
- 2. Lightning Hammer
- 3. Lightning Strike
- 4. Blinding Flash
- 5. Enervating Charge
- 6. Air Attunement
- 7. Glyph of Lesser Energy
- 8. Resurrection Signet

This sample build is singularly focused to harness the Elementalist's destructive command of Air Magic. While some might be turned off by the exceptional nature of this creation, remember that this hero is designed to fight with a well-balanced group. In this instance, the secondary profession is irrelevant, though the good news is that with a build such as this, you can reconfigure the attribute points and skills any way you see fit, for when you're ready to try something new.

Combat tips:

- Cast Lightning Surge on a called target.
- Follow up the initial attack and hit the downed enemy with Lightning Hammer.
- Spam Lightning Strike to finish the job.
- Spam Blinding Flash and Enervating Charge on Warriors and Rangers.

COMPLETE SKILLS LIST: ELEMENTALIST

ENERGY STORAGE



Aura of Restoration (Core Skill) Enchantment Spell. For 60 seconds, you are healed for 152..400% of the Energy cost each time you cast a Spell.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Energy Boon

Elite Spell. You gain 10..20 Energy. Energy Boon causes Exhaustion.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.

FIRE MAGIC



Bed of Coals

Spell. Create a Bed of Coals at your location. For 10 seconds, foes standing still near this location are struck for 5..29 fire damage each second. Any foe knocked down on the Bed of Coals is set on fire for 3..7 seconds.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 30 sec.



Breath of Fire

Spell. Create Breath of Fire at target foe's current location. For 5 seconds, foes adjacent to that location are struck for 5..35 fire damage each second.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Burning Speed

Enchantment Spell. For 5 seconds, you are set on fire and move 30..45% faster. When Burning Speed ends, all adjacent foes are set on fire for 3..9 seconds.

Energy Cost: 10 Activation Time: 0.75 sec.



Conjure Flame (Core Skill) Enchantment Spell. For 60 seconds, if you're wielding a fire weapon, your attacks strike for an additional 1..16 fire damage.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 60 sec.



Double Dragon

Elite Spell. For two seconds, foes adjacent to this location are struck for 7..112 fire damage each second. This spell causes Exhaustion.

Energy Cost: 15 Activation Time: 0.75 sec. Recharge Time: 30 sec.



Fire Attunement (Core Skill)

Enchantment Spell. For 36..60 seconds, you are attuned to Fire. You gain 30% of the Energy cost of the skill each time you use Fire Magic.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 60 sec.



Fire Storm (Cere Skill) Spell. Create a Fire Storm at target foe's location. For 10 seconds, foes adjacent to that location are struck for 5.,29 fire damage each second.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 30 sec.



Flare (Core Skill)

Spell. Send out a flare that strikes target foe for 16..46 fire damage if it hits.

Energy Cost: 5 Activation Time: 1 sec.



Immolate (Core Skill)

Spell. Target foe is struck for 5..50 fire damage and is set on fire for 1..3 seconds.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Inferno (Core Skills)

Spell. All adjacent foes are struck for 30..135 fire damage

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 20 sec.



Lava Arrows

Spell, Lava Arrows fly toward up to 3 foes near your target and strike for 6..36 damage if they hit. Lava Arrows have half the normal range.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 2



Meteor (Core Skill)

Spell. Target foe and all adjacent foes are struck for 7..112 fire damage and knocked down. This Spell causes Exhaustion.

Energy Cost: 5 Activation Time: 3 sec. Recharge Time: 30 sec.



Mind Burn (Core Skill)

Elite Spell. Target foe takes 15..60 fire damage. If you have more Energy than target foe, that foe takes an additional 15..60 fire damage and is set on fire for 1..7 seconds. This Spell causes Exhaustion.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 20 sec.



Smoldering Embers

Hex Spell. Target foe is struck for 10..40 fire damage. After 3 seconds, if target foe is not moving, that foe is set on fire for 3 seconds.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 10 sec.



Star Burst

Elite Spell. Target touched foe and all nearby foes are struck for 7..112 fire damage. If more than one foe was struck, you lose 5 Energy.

Energy Cost: 5
Activation Time: 0.75 sec.
Recharge Time: 10 sec.

WATER MAGIC



Blurred Vision (Core Skill)

Hex Spell. For 8..20 seconds, target foe and adjacent foes are Hexed with Blurred Vision. While Hexed, those foes have a 50% chance to miss with attacks.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 20 sec.



Conjure Frost (Core Skill)

Enchantment Spell. For 60 seconds, if you're wielding a cold weapon, your attacks strike for an additional 1..16 cold damage.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 60 sec.





Vapor Blade

Spell. Target foe is struck for 15..120 cold damage. Vapor Blade deals half damage if that foe has any Enchantments on them.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 7 sec.



Water Attunement (Core Skill)

Enchantment Spell. For 36..60 seconds, you are attuned to Water. You gain 30% of the Energy cost of the skill each time you use Water Magic.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 60 sec.

EARTH MAGIC



Aftershock (Core Skill) Spell. Adjacent foes are struck for 26..100 damage. Knocked down foes are struck for 10..68 additional damage.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 10 sec.

Armor of Earth (Core Skill) Enchantment Spell. For 30 seconds, you gain 24..60 armor, but move 50..14% slower.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 15 sec.



Ash Blast

Spell. Target foe is struck for 20..40 earth damage. If Ash Blast strikes a knocked-down foe, that foe is Blinded for 5..10 seconds.

Energy Cost: 10
Activation Time: 1 sec.
Recharge Time: 20 sec.



Chuming Earth

Spell. Create Churning Earth at target foe's location. For the next 5 seconds, Churning Earth strikes for 5.34 earth damage each second. Any foe moving faster than normal when struck by Churning Earth is knocked down.

Energy Cost: 25 Activation Time: 3 sec. Recharge Time: 30 sec.



Dragon's Stomp

Spell. You invoke an Dragon's Stomp at target foe's location. All foes near this location are knocked down and are struck for 26..100 earth damage. This Spell causes Exhaustion.

Energy Cost: 25 Activation Time: 3 sec. Recharge Time: 15 sec.



Earth Attunement (Core Skill) Enchantment Spell. For 36..60 seconds, you are attuned to Earth. You gain 30% of the Energy cost of the skill each time you use Earth Magic.

Energy Cost: 10
Activation Time: 2 sec.
Recharge Time: 60 sec.



Obsidian Flame (Core Skill) Spell. Deal 22..112 damage to target foe. This Spell ignores armor but causes Exhaustion.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 5 sec.



Obsidian Flesh (Core Skill) Elite Enchantment Spell. For 8..20 seconds, you gain +20 armor and cannot be the target of enemy Spells, but move 50% slower.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.



Shockwave

Spell. Adjacent foes take 5..50 earth damage, nearby foes take 5..50 earth damage, and foes in the area take 5..1 earth damage.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 20 sec.



Sliver Armor

Enchantment Spell. For 5..11 seconds, you have 25..50% chance to block attacks and whenever you are the target of a hostile Spell or attack, one nearby foe is struck for 5..35 earth damage.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.



Stone Daggers (Core Skill)

Spell. Send out two Stone Daggers. Each Stone Dagger strikes target foe for 3..24 earth damage if it hits.

Energy Cost: 5
Activation Time: 1 sec.



Stoning (Core Skill)

Spell. Send out a large stone, striking target foe for 20..90 earth damage if it hits. If Stoning hits a foe suffering from Weakness, that foe is knocked down.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 5 sec.



Teinai's Crystals

Spell. Foes adjacent to you are struck for 10..100 damage but are cured of any negative Conditions. This Spell ignores armor and magic resistance.

Energy Cost: 15 Activation Time: 0.75 sec. Recharge Time: 5 sec.



Unsteady Ground

Elite Spell. You create Unsteady Ground at target foe's location. For 5 seconds, nearby foes take 5..35 earth damage each second. Attacking foes struck by Unsteady Ground are knocked down.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 20 sec.



Ward Against Foes (Core Skill) Spell. You create a Ward Against Foes at your current location. For 8..20 seconds, foes in this area move 50% slower.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 20 sec.



Ward Against Melee (Core Skill) Spell. You create a Ward Against Melee at your current location. For 8..20 seconds, allies in this area have a 50% chance to evade melee attacks.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 20 sec.



Ward of Stability

Spell. Create a Ward of Stability here. For 10..25 seconds, allies in the area cannot be knocked down.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.

AIR MAGIC



Air Attunement (Core Skill) Enchantment Spell. For 36..60 seconds, you are attuned to Air. You gain 30% of the Energy cost of the skill whenever you use Air Magic.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 60 sec.



Arc Lightning

Spell. Target foe is struck for 5..50 lightning damage. If that foe is suffering from a Water Magic Hex, one foe near your target is struck for 5..50 lightning damage. Damage from Arc Lightning has 25% armor penetration.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 8 sec.



Blinding Flash (Core Skill) Spell. Target foe is Blinded for 3..10 seconds.

Energy Cost: 15 Activation Time: 0.75 sec. Recharge Time: 4 sec.



Conjure Lightning (Core Skill) Enchantment Spell. For 60 seconds, if you're wielding a lightning weapon, your attacks strike for an additional 1..16 lightning damage.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 60 sec.



Enervating Charge (Core Skill)

Spell. Target foe is struck for 5..50 lightning damage and suffers from Weakness for 5..20 seconds. This Spell has 25% armor penetration.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 8 sec.



Gale (Core Skill) Spell. Knock down target foe for 3 seconds. This Spell causes Exhaustion. (50% failure chance with Air Magic 4 or less.)

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Gust

Elite Spell. Target foe is struck for 10..65 cold damage. If that foe is under an Earth or Water Magic Hex, that foe is knocked down for 3 seconds.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 10 sec.



Lightning Hammer

Spell. Target foe is struck for 10...100 lightning damage; Lightning Hammer has 25% armor penetration.

Energy Cost: 25 Activation Time: 2 sec. Recharge Time: 15 sec.



Lightning Orb (Core Skill)

Spell. Send out a lightning Orb that strikes target foe for 10...100 lightning damage if it hits. This Spell has 25% armor penetration.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 5 sec.



Lightning Strike (Core Skill) Spell. Strike target foe for 5..50 lightning damage. This Spell has 25% armor penetration.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Lightning Surge (Core Skill) Elite Hex Spell. After 3 seconds, target foe is knocked down and struck for 14..100 lightning damage. This Spell causes Exhaustion.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 10 sec.



Lightning Touch (Core Skill) Skill. Target touched foe and all adjacent foes are struck for 10..60 lightning damage. Foes suffering from a Water Magic Hex are struck for an additional 10..40 lightning damage. This skill has 25% armor penetration.

Energy Cost: 15 Activation Time: 0.75 sec. Recharge Time: 10 sec.



Ride the Lightning

Elite Spell. You ride the lightning to target foe. That foe is struck for 15..60 lightning damage. This spell causes exhaustion.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 20 sec.



Shock Arrow

Spell. Send out a shocking arrow that flies swiftly toward target foe, striking for 10..35 lightning damage. Shock Arrow has 25% armor penetration.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 1 sec.



Teinai's Wind

Spell. All adjacent foes take 15..60 cold damage. Attacking foes struck by Teinai's Wind are knocked down.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 8 sec.

NO ATTRIBUTE



Elemental Attunement (Core Skill)

Elite Attunement Spell. For 45 seconds, you are attuned to Air, Fire, Water, and Earth. You gain 50% of the Energy cost of the skill each time you use magic associated with any of these elements.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 60 sec.



Glyph of Elemental Power (Core Skill)

Glyph. For 15 seconds, your elemental attributes are boosted by 2 for your next Spell.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Glyph of Essence

Glyph. For 15 seconds, your next Spell casts instantly but causes you to lose all Energy.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 30 sec.



Glyph of Lesser Energy (Core Skill)

Glyph. For 15 seconds, your next Spell costs 15 less Energy to cast.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 30 sec.



Second Wind

Elite Spell. You gain 1 Energy for each point of Energy lost due to Exhaustion. This spell causes Exhaustion.

Energy Cost: 5 Warnup:1 sec. Recharge Time: 30 sec.



MESMER

Mesmers are not content with living in reality—they prefer to create their *own* realities. Mesmers are the mental masters of Illusion, Inspiration, and Domination, subverting an enemy's Energy for their own purposes and supporting the entire party in battle with powerful, mindbending magic.

Domination skills put Mesmers in command of a foe's Health and Energy, while Illusion can inflict damage, slow or even halt an enemy, and drain away the powers of those who oppose them. The Mesmer can call on Inspiration to steal Energy directly from the opposition, and the primary Mesmer attribute Fast Casting works just like it sounds—you can sling your spells at a much higher rate than any other profession.

The Mesmer is powerful as a damage-dealing spellcaster, a support player, or both. A Mesmer should usually avoid the front lines, but can turn the tide of most any fight in seconds.

PLAYING THE MESMER

The Mesmer masterfully manipulates enemies, but must think one step ahead of them to fight effectively and efficiently. Many of the Mesmer's powerful skills, such as Empathy and Backfire, punish the recipient by inflicting heavy damage or leeching Energy from them every time they attempt an attack. Knowing your foes is crucial to success as a Mesmer, as certain skills won't be effective when directed at an enemy who is resistant.

Though the Mesmer isn't known as a healer per se, some skills inherent to the profession are great at maintaining a healthy party. Equip yourself with Hex removal skill (Shatter Hex) or one that punishes foes as they injure members of your own party (Sympathetic Visage) to broaden your support powers.

WEAPONS OF CHOICE: CANES & STAVES

Mesmers, like most spellcasters in the game, have access to a one-handed cane or a two-handed staff. Single-handed canes are less powerful than implements that demand the support of both fists, but allow you to equip your free palm with an item such as a chalice or chakram that boosts Energy and Health regeneration or buffs armor. Alternatively, you can opt for a two-handed staff that dishes out extra damage against unfortunate targets.

MESMER ATTRIBUTES

Fast Casting (Primary)

This primary attribute lets the Mesmer cast spells more often, and for greater overall effect, than any other profession.

Domination

This attribute boosts the duration and effect of your Domination spells, which allow you to control your enemies' actions.

Illusion

Increase your Illusion attribute to extend the duration and effect of Illusion spells that deceive enemies, hinder their movement, and their ability to cast spells.

Inspiration

Put points into Inspiration to pump up the duration and effect of your Inspiration spells, which steal Energy from enemies.



MESMER BUILDS

MESMER/MONK—PVE

Attributes

Domination Magic: 12 (12)

Fast Casting: 6 (6) Healing: 6 (6) Inspiration: 10 (10)

Skills

- 1. Energy Surge
- 2. Backfire
- 3. Empathy
- 4. Ether Feast
- 5. Drain Enchantment
- 6. Rebirth
- 7. Shatter Hex
- 8. Unnatural Signet

You encounter a wide variety of monsters and human enemies throughout your adventure in Cantha. Whether you choose to confront your foes with henchmen at your side, or you take initiative to assemble a diverse party of human companions, padding your Mesmer's skill portfolio with those of the Monk provides you with a host of alternative attributes to play with. If a fellow teammate succumbs to the icy tendrils of death, you can bring him back from the void to fight again.

Combat tips:

- Cast Energy Surge on a target and damage nearby foes in the process.
- Use Backfire on spellcasting nuisances.
- Spam attacking enemies with Empathy.
- Use Ether Feast to leech Energy and heal yourself.
- Drain Enchantment is handy to remove buffs from foes and boost your Energy reserves.

MESMER—PVP RANDOM ARENA

Attributes

Domination Magic: 16 (12+4) Fast Casting: 9 (8+1) Skills

1. Complicate

Inspiration Magic: 11 (10+1)

- 2. Energy Burn
- 3. Energy Surge
- 4. Mind Wrack
- 5. Feedback
- 6. Inspired Hex
- 7. Resurrection Signet
- 8. Ether Feast

This particular PvP build is deft at quickly Bleeding a target's Energy to nothingness, while simultaneously punishing grouped foes with AoE damage. Skills like Ether Feast ensure that you'll have a quick means to boost your Health, should you take damage from one or more opponents. While it is always advisable to travel in packs, this skill set provides you with enough firepower to hold your own on solo runs.

Combat tips:

- Give the gift of Mind Wrack to a hapless recipient. For the next 20 seconds, focus your Energydepleting skills on that target.
- Alternate assaults with Energy Burn and Energy Surge to rapidly erase your foe's Energy, while also dealing out substantial damage to adjacent enemies.
- Cast Inspired Hex to replace your spent Energy points.

MESMER—PVP TEAM

Attributes

Fast Casting: 4 (3+1) Illusion Magic: 16 (12+4) Inspiration: 15 (12+3)

Skills

- 1. Conjure Phantasm
- 2. Illusion of Pain
- 3. Shared Burden
- 4. Arcane Conundrum
- 5. Mantra of Persistence
- 6. Inspired Hex
- 7. Drain Enchantment
- 8. Resurrection Signet

Reduce your once powerful adversaries to a shambling mob of slow-moving, weak rubes with a limited lifespan in a few easy steps. Does this sound too good to be true? It's not! By carefully planning your attacks with a coordinated group, you'll destroy most opponents in a heartbeat with this PvP Team build.

Combat tips:

- Cast Mantra of Persistence at the outset of the fight, and make sure it's active at all times.
- Target groups of enemies with Shared Burden to reduce their speed by 50%.
- Alternate using Conjure Phantasm and Illusion of Pain to cut down a targeted foe's Health.
- Recharge your Energy with Inspired Hex and Drain Enchantment.



COMPLETE SKILLS LIST: MESMER

FAST CASTING



Arcane Languor

Elite Hex Spell. For 1..5 seconds, all Spells cast by target foe cause Exhaustion.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Mantra of Recovery (Core Skill) Elite Stance. For 5..20 seconds, Spells you cast recharge 50% faster.

Energy Cost: 10 Recharge Time: 30 sec.



Power Return

Spell. If target foe is casting a Spell, that Spell is interrupted and target foe gains 10..5 Energy.

Energy Cost: 5. Activation Time: 0.25 sec. Recharge Time: 7 sec.



Stolen Speed

Elite Hex Spell. For 5: 20 seconds, target foe's spells take 25% longer to cast, and your spells take 25% less time to cast.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 30 sec.

DOMINATION



Arcane Larceny

Spell. For 5..35 seconds, one random Spell is disabled for target foe, and Arcane Larceny is replaced by that Spell.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 10 sec.



Backfire (Core Skill) Hex Spell. For 10 seconds, whenever target foe casts a Spell, that foe takes 35..140 damage.

Energy Cost: 15 Activation Time: 3 sec. Recharge Time: 20 sec.



Complicate

Spell. Interrupt target foe's action. If that action was to use a Signet, it and all other Signets are disabled for 1..16 seconds.

Energy Cost: 40 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Cry of Frustration (Core Skill)

Spell. If target foe is using a skill, that foe and all foes in the area are interrupted and suffer 10..44 damage.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Diversion (Core Skill) Hex Spell. For 6 seconds, the next time target foe uses a skill, that skill takes an additional 10..56 seconds to recharge.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 10 sec.



Empathy (Core Skill)

Hex Spell. For 8..20 seconds, whenever target foe attacks, that foe takes 10..30 damage.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 10 sec.



Energy Burn (Core Skill)

Spell. Target foe loses 4..10 Energy and takes 8 damage for each point of Energy lost.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Energy Surge (Core Skill)

Spell. Target foe loses 4..10 Energy. For each point of Energy lost, that foe and all foes in the area take 8 damage.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Hex Breaker (Core Skill)

Stance. For 15..90 seconds, the next time you are the target of a Hex, that Hex fails and the caster takes 10..46 damage.

Energy Cost: 5

Recharge Time: 15 sec.



Ignorance (Core Skill)

Hex Spell. For 8..20 seconds target foe cannot use Signets.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 10 sec.



Mind Wrack (Core Skill)

Hex Spell. For 20 seconds, the next time target foe's Energy drops to 0, that foe takes 15..90 damage.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Overload

Spell. Target foe takes 5..20 damage. If that foe was casting a spell, you deal +5..50 damage.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 5 sec.



Power Spike (Core Skill)

Spell. If target foe is casting a Spell, the Spell is interrupted and target foe takes 20..102 damage.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 15 sec.



Psychic Distraction

Elite Spell. All of your other skills are disabled for 8 seconds. If target foe is using a skill, that skill is interrupted and disabled for 5..12 second[s].

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 2 sec.



Psychic Instability

Elite Hex Spell. For 5..20 seconds, anytime target foe is interrupted, that foe is knocked down.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 20 sec.



Shatter Enchantment (Core Skill)

Spell. Remove an Enchantment from target foe. If an Enchantment is removed, that foe takes 14..100

Energy Cost: 15 Warnup: 1 sec.

Recharge Time: 25 sec.



Shatter Hex (Core Skill)

Spell. Remove a Hex from target ally. If a Hex is removed, foes near that ally take 30..120 damage.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 10 sec.



Signet of Disruption

Signet. If target foe is casting a Spell, the Spell is interrupted and that foe suffers 10..51 damage. If that foe is Hexed, Signet of Disruption can interrupt any non-Spell skills.

Activation Time: 0.25 sec. Recharge Time: 30 sec.



Unnatural Signet

Signet. Target foe takes 5..50 damage. If that foe was a Spirit, this Signet recharges 80% faster than

Activation Time: 1 sec. Recharge Time: 20 sec.

ILLUSION



Accumulated Pain

Spell. Target foe takes 10..35 damage. If target foe is suffering from 2 or more Hexes, that foe suffers a Deep Wound for 5..20 seconds.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Ancestor's Visage

Enchantment Spell. For 8..20 seconds, whenever target ally is hit by a melee attack, all adjacent foes lose all adrenaline and 3 Energy.

Energy Cost: 10 Activation Time: T'sec. Recharge Time: 30 sec.



Arcane Conundrum (Core Skill)

Hex Spell. For 5.:15 seconds, Spells cast by target fee take twice as long to cast.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Clumsiness (Core Skill)

Hex Spell. For 4..8 seconds, the next time target foe attempts to attack, the attack is interrupted and target foe suffers 10..92 damage.

Energy Cost: 10
Activation Time: 1 sec. Recharge Time: 10 sec.



Conjure Nightmare

Hex Spell. For 2, 14 seconds, target fee suffers -8 Health degeneration.

Energy Cost: 25 / Activation Time: 1 sec. Recharge Time: 5 sec.



Conjure Phantasm (Core Skill)

Hex Spell. For 2.14 seconds, target foe experiences -5 Health degeneration.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Crippling Anguish (Core Skill)

Elite Hex Spell. For 8..20 seconds, target moves 50% slower and suffers -1..3 Health degeneration.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 20 sec.



Fragility (Core Skill)

Hex Spell. For 8..20 seconds, target foe takes 5..20 damage each time that foe suffers or recovers from a new Condition.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5



Illusion of Haste (Core Skill)

Enchantment Spell. For 5..11 seconds you are no longer Crippled, and you move 33% faster. When Illusion of Haste ends, you become Crippled for 15 seconds.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Illusion of Pain

Enchantment Spell. For 5..11 seconds you are no longer Crippled, and you move 33% faster. When Illusion of Haste ends, you become Crippled for 15 seconds.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 5 sec.



Images of Remorse

Hex Spell. For 5..10 seconds, target foe suffers -1..5 Health degeneration. If that foe was attacking, that foe takes 10..20 damage.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 5 sec.



Imagined Burden (Core Skill)

Hex Spell. For 8..20 seconds, target foe moves 50% slower.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 30 sec.



Kitah's Burden

Hex Spell. For 10 seconds, target foe moves 50% slower. When Kitah's Burden ends, you gain 10..22 Energy.

Energy Cost: 15 Activation Time: 3 sec. Recharge Time: 45 sec.



Recurring Insecurity

Elite Hex Spell. For 10 seconds, target foe suffers from -1..3 Health degeneration. If that foe is Hexed again, Recurring Insecurity is renewed for %str3% second[s].

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 25 sec.



Shared Burden

Elite Hex Spell. For 5..20 seconds, target foe and all nearby foes move 50% slower.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 25 sec.



Soothing Images (Core Skill)

Hex Spell. For 8..20 seconds, target foe and all adjacent foes cannot gain adrenaline.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 5 sec.

INSPIRATION



Auspicious Incantation

Enchantment Spell. For 20 seconds, the next Spell you use is disabled for an additional 60 second[s] and you gain Energy equal to 110..200% of that spell's Energy cost. Auspicious Incantation has an additional recharge time equal to that Spell's Energy cost.

Energy Cost: 10 Activation Time: 1 sec.

Recharge Time: 30 sec.



Enchantment (Core Skill)

Spell. Remove an Enchantment from target foe. If an Enchantment is removed, you gain 10..22 Energy.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 25 sec.



Energy Drain (Core Skill)

Elite Spell. Target foe loses 4..10 Energy. You gain 2 Energy for each point of Energy lost.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 25 sec.



Energy Tap (Core Skill)

Spell. Target foe loses 4..7 Energy. You gain 2 Energy for each point of Energy lost.

Energy Cost: 5 Activation Time: 3 sec. Recharge Time: 25 sec.



Ether Feast (Core Skill)

Spell. Target foe loses 3 Energy. You are healed 17. 47 for each point of Energy lost.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 8 sec.



Ether Signet

Signet. If you have less than 5..10 Energy, gain 10..20 Energy.

Activation Time: 1 sec. Recharge Time: 90 sec.



Feedback

Spell. Target foe loses one Enchantment. If an Enchantment is removed in this way, that foe also loses 4..10 Energy.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Hex Eater Signet

Signet. Target touched ally and up to 2..5 adjacent allies each lose one Hex. You gain 1..7 Energy for each Hex removed this way.

Activation Time: 2 sec. Recharge Time: 45 sec.



Leech Signet (Core Skill)

Signet: Interrupt target foe's action: If that action was a Spell, you gain 3...15 Energy.

Activation Time: 0.25 sec. Recharge Time: 45 sec.



Lyssa's Aura

Elite Enchantment Spell. For 5..20 seconds, whenever you are the target of an enemy Spell, you steal up to 1..7 Energy from the caster.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 30 sec.



Mantra of Earth (Core Skill)

Stance. For 30..90 seconds, whenever you take earth damage, the damage is reduced by 26..50% and you gain 1 Energy.

Energy Cost: 10 Recharge Time: 20 sec.



Mantra of Flame (Core Skilt) Stance. For 30..90 seconds, whenever you take fire damage, the damage is reduced by 26..50% and you gain 1 Energy.

Energy Cost: 10 Recharge Time: 20 sec.



Mantra of Frost (Core Skill) Stance. For 30..90 seconds, whenever you take cold damage, the damage is reduced by 26..50% and you gain 1 Energy.

Energy Cost: 10 Recharge Time: 20 sec.



Mantra of Inscriptions (Core Skill) Stance. For 30..90 seconds, your Signets recharge 25..50% faster.

Energy Cost: 10 Recharge Time: 20 sec.



Mantra of Lightning (Core Skill) Stance. For 30..90 seconds, whenever you take lightning damage, the damage is reduced by 26..50% and you gain 1

Energy

Energy Cost: 10 Recharge Time: 20 sec.



Mantra of Persistence (Core Skill) Stance. For 30 seconds, any Illusion Magic Hex you cast lasts 20..100% longer.

Energy Cost: 15 Recharge Time: 15 sec.



Mantra of Resolve (Core Skill) Stance. For 30..90 seconds, you cannot be interrupted, but each time you would have been interrupted, you lose 10..4

Energy or Mantra of Resolve ends.

Energy Cost: 10 Recharge Time: 20 sec.



Power Drain (Core Skill) Spell. If target foe is casting a Spell, the Spell is interrupted and you gain 1..31 Energy.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 25 sec.



Power Leech

Elite Hex Spell. If target foe is casting a Spell, that Spell is interrupted and for 10 seconds whenever that foe casts a Spell,

you steal up to 1..7 Energy from that foe.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Revealed Enchantment Spell. Remove an Enchantment from target foe and gain 3..15 Energy. For 20 seconds, Revealed Enchantment is replaced

with the Enchantment removed from target foe.

Energy Cost: 10 Activation Time: 1 sec.



Revealed Hex

Spell. Remove a Hex from target ally and gain 3..15 Energy. For 20 seconds, Revealed Hex is replaced with the Hex that

was removed.

Energy Cost: 5
Activation Time: 1 sec.



Signet of Humility (Core Skill)

Signet. Target foe's elite skill is disabled for 1..16 seconds.

Activation Time: 2 sec. Recharge Time: 20 sec.



Spirit Shackles (Core Skill) Hex Spell. For 8..28 seconds, target foe loses 5 Energy whenever that foe attacks.

Energy: 10

Activation Time: 3 sec. Recharge Time: 5 sec.

NO ATTRIBUTE



Arcane Echo (Core Skill)

Enchantment Spell. If you cast a Spell in the next 20 seconds, Arcane Echo is replaced with that Spell for 20 seconds. Arcane Echo ends prematurely if you use a non-Spell skill.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 30 sec.



Arcane Mimicry (Core Skill)

Spell. For 20 seconds, Arcane Mimicry becomes the Elite skill from target other ally.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 60 sec.



Echo (Core Skill)

Elite Enchantment Spell. For 20 seconds, Echo is replaced with the next skill you use. Echo acts as this skill for 20 seconds.

Energy Cost: 5
Activation Time: 1 sec.
Recharge Time: 30 sec.



Epidemic (Core Skill)

Spell. Transfer all negative Conditions and their remaining durations from target foe to all foes adjacent to your target.

Energy Cost: 10
Activation Time: 0.25 sec.
Recharge Time: 15 sec.



Expel Hexes

Elite Spell. Transfer all negative Conditions and their remaining durations from target foe to all foes adjacent to your target.

Energy Cest: 5 Activation Time: 1 sec. Recharge Time: 8 sec.



Lyssa's Balance

Spell. If you have fewer Enchantments than target foe, that foe loses one Enchantment.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 30 sec.



Shatter Storm

Elite Spell. Target foe loses all Enchantments. For each Enchantment removed this way, Shatter Storm is disabled for an additional 10 seconds.

Energy Cost: 10 Activation Time: 1 sec.



Signet of Disenchantment

Signet, Lose all Energy. Target foe loses one Enchantment.

Activation Time: 2 sec. Recharge Time: 15 sec.

MONK

The Monk can speak directly to the gods of Tyria to open a conduit for divine magic that can heal and protect allies in battle or unleash holy power upon the Monk's enemies. The Monk's connection to the gods is illustrated in the primary Monk attribute, Divine Favor, which grants extra healing ability and makes Monk skills more effective.

Monks often choose to focus on one of the other attributes: Healing Monks build up the Healing Prayers attribute to revive allies and mend their wounds. Smiting Monks put points into Smiting Prayers, which inflict damage on foes and work especially well against undead enemies. Protection Monks pump up the Protection Prayers attribute and use magic that prevents allies and themselves from taking damage in the first place.

The Monk is the definitive "support profession" of Guild Wars Factions, and rarely must wait for a group invitation. Combined with a secondary like Warrior, Assassin, or Ranger, Monks can also be quite effective when it comes to hurting the enemy. Choosing a secondary with offensive skills may come in handy in combat—especially if your group is overrun and you find yourself the target of unavoidable attack.

PLAYING THE MONK

The Monk is the definitive Guild Wars support class, followed closely by the Ritualist. No sane group should lack the healing mastery of a Monk, and in some cases you might want to have two on hand to alternate between Protection, Healing, and Smiting duties. Since the profession isn't geared toward melec fighting, don't expect to jump in the middle of a raging mob and last very long.

Devotees of the clergy perform their tasks from the back of the pack, while more burly partners tank the front lines. Unless your hero is loaded with offensive skills, don't bother venturing off on your

own or attempting to kite an opponent. Instead, stay with your group and shield yourself from attack—as the team's healer you'll frequently be the target of enemy attention.

WEAPONS OF CHOICE: RODS AND STAVES

The Monk, like the Mesmer and Ritualist, channels standard attacks through the one-handed rod or dual-handed staff, with specialized versions available that boost particular attribute stats and improve casting times, among other benefits. Focus items such as Healing Ankhs and Divine Symbols can be held with a free hand, further improving your character.

MONK ATTRIBUTES

Divine Favor (Primary)

Every point spent in this primary Monk attribute grants a small healing bonus to all Monk spells that target allies. Divine Favor also pumps up the duration and potency of spells that call forth divine powers to aid the Monk's allies.

Healing Prayers

Healing Prayers increases the duration and effectiveness of spells that allow you to heal yourself and your allies.

Smiting Prayers

Smiting Prayers boosts the duration and damage caused by skills that harm your foes—especially the undead.

Protection Prayers

Protection Prayers adds to the duration and power of

Protection spells that keep you and your allies safe.

MONK BUILDS

MONK-PVE

Attributes

Divine Favor: 11 (10+1) Healing Prayers: 14 (12+2) Protection Prayers: 9 (8+1)

Skills

- 1. Orison of Healing
- 2. Word of Healing
- 3. Healing Touch
- 4. Mend Ailment
- 5. Holy Veil
- 6. Healing Seed
- 7. Healing Wind
- 8. Rebirth

Having a well-equipped Monk accompanying your party will help



ensure the party makes it where they're going, and gets back in one piece. It's the healer's duty to watch over the status of each and every member before, during, and after combat, so keep your eye on the party member list and be quick on the keys. Because this PvE build is firmly rooted in the Healing and Protection arts, expect to be the frequent target of attacks. Communicate with other members of your squad and make sure they've got your back while you're busy healing and buffing your buddies.

Combat tips:

- Spam your injured teammates with Orison of Healing and Word of Healing to bring them back from the brink of death.
- Cast Healing Touch on yourself to regain lost Health.
- Grace a fellow player under heavy attack with Healing Skills Seed to boost the well-being of multiple allies.

MONK-PVP RANDOM ARENA

Attributes

Divine Favor: 11 (10+1) Healing Prayers: 11 (10+1) Protection Prayers: 13 (11+2)

Skills

- 1. Reversal of Fortune
- 2. / Healing Touch
- 3. # Guardian
- 4. Healing Breeze
- 5. Signet of Devotion
- 6. Reverse Hex
- 7. Serenity
- Resurrection Signet

Similar to the previous build, the PvP Random Arena Monk relies solely on primary profession attributes and skills to fill the role as team healer. Since you won't have any offensive skills in your arsenal, you should stay planted firmly behind the action and travel in packs. 68

Combat tips:

- Cast Serenity on a "high risk" player (one who has a habit of attracting the most aggro) to lower the Energy cost of Enchantments.
- Spam that ally with Reversal of Fortune and Guardian for free!
- Cast Reverse Hex on a hexed party member.
- Use Signet of Devotion to heal an injured teammate.

MONK/ASSASSIN—PVP

Attributes

TEAM

Divine Favor: 11 (10+1) Healing Prayers: 14 (12+2) Shadow Arts: 8 (8)

- 1. Orison of Healing
- 2. Healing Light
- Healing Touch
- Infuse Health
- 5. Healing Breeze
- Holy Veil
- 7. Shadow Refuge
- 8. Dash

popular Monk/Warrior is combination in Guild Wars Factions, often using a focus on Smiting Prayers and tactical skills to act as a one-man (or woman) powerhouse on the battlefield. The addition of the Assassin profession gives melee fans another alternative to equipping your healer with a variety of powerful attacks and movement advantages. The Monk/Assassin possesses a strong focus on Healing skills, while enabling your character to dodge incoming attacks with ease.

Combat tips:

- Cast Healing Light on allies with Enchantments to simultaneously regain some Energy.
- Spam allies currently suffering with Health degeneration with

Healing Breeze to counteract the effects.

Enact Dash and Shadow Refuge to evade attacks.

COMPLETE SKILLS LIST: MONK

DIVINE FAVOR



Blessed Light

Spell. Heal target ally for 10..115 Health and remove one Condition and one Hex.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 15 sec.



Blessed Signet (Core Skill)

Signet. For each Enchantment you are maintaining, you gain 3 Energy (maximum 3..24).

Activation Time: 2 sec. Recharge Time: 10 sec.



Boon Signet

Elite Signet. Heal target ally for 5..35 Health. For each Enchantment on that ally, you gain 1 Energy. (Maximum 1..8 Energy.)

Activation Time: 1 sec. Recharge Time: 5 sec.



Divine Boon (Core Skill) Enchantment Spell. While you maintain this Enchantment, whenever you cast a Monk Spell that targets an ally, that ally is healed for 25..70 Health, and you lose 2 Energy.

Energy Cost: 5
Activation Time: 0.25 sec.
Recharge Time: 1 sec.
Upkeep: -1 Energy Regeneration until removed.



Divine Intervention (Core Skill)

Enchantment Spell. For 10 seconds, the next time target ally receives damage that would be fatal, the damage is negated and that ally is healed for 46..260 Health.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 30 sec.



Heaven's Delight

Spell. Heal yourself and party members in the area for 10..260 points.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Release Enchantments

Spell. Lose all Enchantments. Each party member is healed for 10..40 Health for each Monk Enchantment lost.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Signet of Devotion (Core Skill)

Signet. Heal target ally for 14..100 Health

Activation Time: 2 sec. Recharge Time: 5 sec.



Spell Breaker (Core Skill) Elite Enchantment Spell. For 5..17 seconds, enemy Spells targeted against target ally fail.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 45 sec.



Spell Shield

Enchantment Spell. For 5..14 seconds, while you are casting spells, you cannot be the target of spells. When Spell Shield ends, all your skills are disabled for 20..10 second[s].

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Withdraw Hexes

Elite Spell. Remove all Hexes from target ally and all adjacent allies. This Spell takes an additional 20..5 seconds to recharge for each Hex removed in this way.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 10 sec.

HEALING PRAYERS



Dwayna's Sorrow

Enchantment Spell. For 30 seconds, target ally and all nearby allies are Enchanted with Dwayna's Sorrow. If an ally dies while under the effects of Dwayna's Sorrow, your party is healed for 5..50.

Energy Cost: 5 Activation Time: 1 sec.



Ethereal Light

Spell. Target ally is healed for 25..100. This spell is easily interrupted.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Gift of Health

Spell. All of your other Healing Prayers skills are disabled for 10..5 seconds. Target other ally is healed for 35..180 Health.

Energy Cost: 5
Activation Time: 0.75 sec.
Recharge Time: 3 sec.



Heal Party (Core Skill)

Spell. Heal entire party for 16..80 Health.

Energy Cost: 15
Activation Time: 2 sec.
Recharge Time: 2 sec.



Healing Breeze (Core Skill)

Enchantment Spell. For 10 seconds, target ally gains +3..9 Health regeneration.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 2 sec.



Healing Burst

Elite Spell. Target touched ally and adjacent allies are healed for 30..150 Health. If more than one ally was healed, you lose 5 Energy.

Energy Cost: 5
Activation Time: 1 sec.
Recharge Time: 10 sec.



Healing Light

Elite Spell. Heal target ally for 40..190 Health. If your target has an Enchantment, you gain 3 Energy.

Energy Cost: 5 | Activation Time: 1 sec. Recharge Time: 4 sec.



Healing Seed (Core Skill)

Enchantment Spell. For 10 seconds, whenever target other ally takes damage, that ally and all adjacent allies gain 3..30 Health.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 25 sec.



Healing Touch (Core Skill)

Spell. Heal target touched ally for 16..60 Health. Health gain from Divine Favor is doubled for this Spell.

Energy Cost: 5 Activation Time: 0.75 sec. Recharge Time: 5 sec.



Healing Whisper

Spell. Target other ally is healed for 40..100. This spell has half the normal range.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 1 sec.



Infuse Health (Core Skill)

Spell. Lose half your current Health. Target other ally is healed for 100..136% of the amount you lost.

Energy Cost: 10 Activation Time: 0.25 sec.



Jamei's Gaze

Spell. Heal target other ally for 35..180 Health.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 3 sec.



Karei's Healing Circle

Spell. Heal yourself and all adjacent creatures for 30..180 points.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Mending (Core Skill)

Enchantment Spell. While you maintain this Enchantment, target ally gains +1..4 Health regeneration.

Energy Cost: 10
Activation Time: 2 sec.
Upkeep: -1 Energy Regeneration until removed.



Orison of Healing (Core Skill)

Spell. Heal target ally for 20..70 Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 2 sec.



Resurrection Chant

Spell, Resurrect target party member with up to your current Health and 5..35% Energy. This spell has half the normal range.

Energy Cost: 10 Activation Time: 8 sec.



Signet of Rejuvenation

Signet. Heal target ally for 5..60. If target ally is casting a spell or attacking, that ally is healed for an additional 15..75 Health.

Activation Time: 2 sec. Recharge Time: 10 sec.



Word of Healing (Core Skill)

Elite Spell. Heal target other ally for 16..80 Health. Heal for an additional 15..100 Health if that ally is below 50% Health.

Energy Cost: 5 Activation Time: 0.75 sec. Recharge Time: 4 sec.

SMITING PRAYERS



Balthazar's Aura (Core Skill)

Enchantment Spell. For 10 seconds, foes adjacent to target ally take 10..25 holy damage each second.

Energy Cost: 25 Activation Time: 2 sec. Recharge Time: 25 sec.



Bane Signet (Core Skill)

Signet. Target foe takes 26..56 holy damage. If that foe was attacking, he is knocked down.

Activation Time: 2 sec. Recharge Time: 25 sec.



Banish (Core Skill)

Spell. Target foe takes 20..56 holy damage.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Judge's Insight (Core Skill)

Enchantment Spell. For 8..20 seconds, target ally's attacks deal holy damage and have +20% armor penetration.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 10 sec.



Kirin's Wrath

Spell. For 5 seconds, foes adjacent to the location in which the spell was cast take 8..32 holy damage each second.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 30 sec.



Ray of Judgment

Elite Spell. All your skills except Smiting Prayers are disabled for 20 seconds. Target foe and adjacent foes take 30..105 holy damage. Animated undead struck by Ray of Judgment are set on fire for 3..9 second[s].

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 30 sec



Retribution (Core Skill)

Enchantment Spell. While you maintain this Enchantment, whenever target ally takes attack damage, this Spell deals 33% of the damage back to the source (maximum 5..20 damage).

Energy Cost: 10 Activation Time: 2 sec. Upkeep: -1 Energy Regeneration until removed.



Scourge Healing (Core Skill)

Hex Spell. For 30 seconds, every time target foe is healed, the healer takes 15..80 holy damage.

Energy Cost: 10 Activation Time: 2 sec. Upkeep: 5 sec.



Signet of Judgment (Core Skill)

Elite Signet. Target foe is knocked down. That foe and all adjacent foes take 15..75 holy damage.

Activation Time: 2 sec. Recharge Time: 30 sec.



Signet of Rage

Signet. Target fee takes 10..40 holy damage and +5..11 holy damage for each adrenaline skill that foe has.

Activation Time: 2 sec. Recharge Time: 20 sec.



Smite Hex (Core Skill)

Spell. Remove a Hex from target ally. If a Hex is removed, foes in the area suffer 10..85 damage.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 15 sec.



Spear of Light

Spell. Spear of Light flies toward target foe and deals 26..56 holy damage if it hits. Spear of Light deals +15..60 damage if it hits an attacking foe.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 15 sec.



Stonesoul Strike

Skill. Touched target foe takes 10..55 holy damage. If knocked down, your target takes an additional 10..55 holy damage.

Energy Cost: 5 Activation Time: 0.75 sec. Recharge Time: 8 sec.



Strength of Honor (Core Skill)

Enchantment Spell. While you maintain this Enchantment, target ally deals 1..10 more damage in melee.

Energy Cost: 10 Activation Time: 2 sec. Upkeep: -1 Energy Regeneration until removed.



Word of Censure

Spell. Target foe takes 15..85 holy damage. If your target was below 33% Health, Word of Censure takes 20 additional seconds to recharge.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 4 sec.



Zealot's Fire (Core Skill)

Enchantment Spell. For 60 seconds, whenever you use a skill that targets an ally, all foes adjacent to that target are struck for 5..35 fire damage.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.

PROTECTION PRAYERS



(Core Skill)

Enchantment Spell. For 5..11 seconds, all party members have a 50% chance to block attacks.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 30 sec.



Air of Enchantment

Elite Enchantment Spell. For 4..10 seconds, Enchantments cast on target other ally cost 5 less Energy.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 15 sec.



Convert Hexes (Core Skill)

Spell, Remove all Hexes from target other ally. For 8..20 seconds, that ally gains +10 armor for each Necromancer Hex that was removed.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 20 sec.



Draw Conditions (Core Skill)

Spell. All negative Conditions are transferred from target other ally to yourself. For each Condition acquired, you gain 6..26 Health.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 2 sec.



Extinguish

Spell. Remove one Condition from each party member. Party members who had Burning removed in this way are healed for 10..100 Health.

Energy Cost: 15 Activation Time: 0.25 sec. Recharge Time: 10 sec.



Guardian (Core Skill)

Enchantment Spell. For 5 seconds, target ally has a 20..50% chance to "block" attacks.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 2 sec.



Life Bond (Core Skill)

Enchantment Spell. While you maintain this Enchantment, whenever target other ally takes damage from an attack, half the damage is redirected to you. The damage you receive this way is reduced by 3..30.

Energy Cost: 10 Activation Time: 2 sec. Upkeep: -1 Energy Regeneration until removed.



Life Sheath

Elite Enchantment Spell. For 20 seconds, the next 30..150 damage target ally would take is negated.

Energy Cost; 5 Activation Time: 1 sec. Recharge Time: 7 sec.



Mend Áilment (Core Skill)

Spell. Remove one Condition (Poison, Disease, Blindness, Dazed, Bleeding, Crippled, or Deep Wound) from target ally. For each remaining Condition, that ally is healed for 5..70 Health.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 5 sec.



Protective Spirit (Core Skill)

Enchantment Spell. For 5..23 seconds, target ally cannot lose more than 10% max Health due to damage from a single attack or Spell.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 5 sec.



Rebirth (Core Skill)

Spell. Resurrect target party member. Target party member is returned to life with 25% Health and zero Energy, and is teleported to your current location. All of target's skills are disabled for 10..3 seconds. This Spell consumes all of your remaining Energy.

Energy Cost: 10 Activation Time: 6 sec.



Reversal of Fortune (Core Skill)

Enchantment Spell. For 8 seconds, the next time target ally would take damage, that ally gains that amount of Health instead, maximum 15..80.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 2 sec.



Reverse Hex

Enchantment Spell. Remove one Hex from target ally. For 5..10 seconds, the next time target ally would take damage, the damage is reduced by 5..50.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 7 sec.



Shield Guardian

Enchantment Spell. For 10 seconds, target ally has a 50% chance to block incoming attacks. The next time target ally blocks an attack, that ally and all nearby allies are healed for 16..80 and Shield Guardian ends.

Energy Cost: 10
Activation Time: 1 sec.
Recharge Time: 1 sec.



Shield of Regeneration (Core Skill)

Enchantment Spell. For 5..13 seconds, target ally gains +3..10 Health regeneration and 40 armor.

Energy Cost: 15
Activation Time: 1 sec.
Recharge Time: 20 sec.



Shielding Hands (Core Skill)

Enchantment Spell. For 10 seconds, damage received by target ally is reduced by 3..18.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 25 sec.



Spirit Bond (Core Skill)

Enchantment Spell. For 8 seconds, whenever target ally takes more than 60 damage from a single attack or Spell, that ally is healed for 40..100 Health.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 2 sec.

NO ATTRIBUTE



Deny Hexes

Spell. Remove one Hex from target ally for each recharging Divine Favor skill you have.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 12 sec.



Empathic Removal

Elite Spell. You and target other ally lose 1 Condition and 1 Hex.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Holy Veil (Core Skill)

Enchantment Spell. While you maintain this Enchantment, any Hex cast on target ally takes twice as long to cast. When Holy Veil ends, one Hex is removed from target ally.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 12 sec.

Upkeep: -1 Energy Regeneration until removed.



Martyr (Core Skill)

Elite Spell. Transfer all Conditions and their remaining durations from your party members to you.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Purge Conditions (Core Skill)

Spell. Remove all Conditions (Poison, Disease, Blindness, Dazed, Bleeding, Crippled, and Deep Wound) from target ally.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 20 sec.



Purge Signet (Core Skill)

Signet. Remove all Hexes and Conditions from target ally. You lose 10 Energy for each Hex and each Condition removed.

Activation Time: 3 sec. Recharge Time: 20 sec.



Remove Hex (Core Skill)

Spell. Remove a Hex from target ally.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 7 sec.



Resurrect (Core Skill)

Spell. Resurrect target party member. Target party member is returned to life with 25% Health and zero Energy.

Energy Cost: 10 Activation Time: 6 sec. Recharge Time: 5 sec.

NECROMANCER

The Necromancer touches the other side to inflict the power of death itself upon enemies foolish enough to stand in the way. The dark arts of the Necromancer—Soul Reaping, Curses, Death Magic, and Blood Magic—usually take a toll on the user by forcing a sacrifice of Health, but the harm that befalls a Necromancer's foes in return makes this a small, if painful, price to pay.

Similar to the way Ritualists conjure spirits from the netherworld to reinforce a party's offensive line, Necromancers can command the corpses of their enemies as deadly foot soldiers using Death Magic, while Blood Magic drains Health from foes and transfers it to the Necromancer. Curses hurt the Necromancer, but hurt the Necromancer's opponents even more by sapping enemy Enchantments and healing abilities, Necromancers keep their Energy bars full with Soul Reaping, the primary Necromancer attribute, which feeds upon the deaths of others. The Necromancer requires patience and discipline to master, but when employed skillfully can ruin the opposition.

PLAYING THE NECROMANCER

By default, the Necromancer has ample skills that sap the life from those unlucky enough to coexist on the same battlefield. But once this master of the undead has robbed an unwitting foe of a pulse, the puppetry show is set to start. Necromancers are opportunists of the morbid, and can raise lifeless corpses to stand at attention and fight once again.

Despite the sheer variety of unique attacks the Necromancer has to choose from, there is always room on the Skill Bar for some from a secondary profession. You might choose to double as a backup healer for your party (or yourself, should you be the last one standing), or equip your character with some Mesmer spells to confuse your

enemies. There are many possibilities for you to explore, so get creative and experiment.

WEAPONS OF CHOICE: STAVES AND CESTAS

Many Necromancers swear by the simple Cesta, while others prefer the heft and weight of a solid two-handed staff at their side. As with other professions, you can equip a focus item so long as you have an empty palm to place it in.

NECROMANCER ATTRIBUTES

Soul Reaping (Primary)

Soul Reaping, the Necromancer's primary attribute, improves your ability to gain Energy whenever a creature near you dies.

Curses

Add points to Curses and boost the duration and effectiveness of Curse skills, reducing your enemies' effectiveness in battle.

Blood Magic

Blood Magic adds to the duration and effectiveness of skills that steal Health from enemies and give it to you.

Death Magic

Increase Death Magic to increase the duration and effect of skills that deal cold and shadow damage, as well as those that summon undead minions for you to command.



NECROMANCER BUILDS

NECROMANCER/MONK—PVE

Attributes

Death Magic: 16 (12+4) Healing Prayers: 10 (10) Soul Reaping: 9 (8+1)

Skills

- 1. Animate Bone Fiend
- 2. Animate Flesh Golem
- 3. Deathly Swarm
- 4. Rotting Flesh
- 5. Blood of the Master
- 6. Taste of Death
- 7. Heal Area
- 8. Rebirth

Much like chocolate and peanut butter make an unlikely couple (with delicious results!), the death-dealing powers of the Necromancer are made all the more poignant when coupled with the Monk's life-sustaining touch. You can "recruit" unwilling opponents into your undead army by literally forcing the life from their bodies (or by simply scavenging existing casualties of war). Heal yourself and your minions to sustain party numbers for as long as necessary.

Combat tips:

- You need corpses, so harvest freshly deceased bodies or create your own using Death Swarm and Rotting Flesh on enemies.
- Cast Animate Bone Fiend and Animate Flesh Golem on the dead.
- Heal your minions with Heal Area or Blood of the Master.

NECROMANCER/MESMER— PVP RANDOM ARENA

Attributes

Blood Magic: 16 (12+4)

Inspiration Magic: 12 (11+1) Soul Reaping: 7 (6+1)

Skills

- 1. Jaundiced Gaze
- 2. Vampiric Gaze
- 3. Vampiric Swarm
- 4. Vampiric Spirit
- 5. Ether Feast
- J. Ether reas
- 6. Inspired Hex
- 7. Drain Enchantment
- 8. Resurrection Signet

The Necromancer/Mesmer combo is particularly hardy, able to survive in adverse conditions without the aid of other teammates. Vampiric skills leech Health from targets, adding it to your character's reserves. The Mesmer's trifecta of spells broadens the deadliness of this unique build, making it an attractive alternative to the Monk secondary.

Combat tips:

- Maintain Vampiric Spirit to continuously steal life from a nearby enemy while you perform your attacks.
- Spam your targets with your other Vampiric skills to literally suck the life from them.
- Use Inspired Hex and Drain Enchantment when you need an Energy recharge.

NECROMANCER/ RITUALIST—PVP TEAM

Attributes

Death Magic: 16 (12+4) Restoration Magic: 10 (10) Soul Reaping: 9 (8+1)

Skills

- 1. Putrid Explosion
- 2. Rising Bile
- 3. Tainted Flesh
- 4. Gaze of Contempt
- 5. Rotting Flesh
- 6. Recuperation
- 7. Life

8. Resurrection Signet

is—the ultimate minion manipulating class, and like the Necromancer/Mesmer, well-suited going it solo or with a few henchmen at your side. With the Necromancer as primary and the Ritualist as secondary, your character will hardly ever have to take a direct hand in the battle-but will definitely bring pain to your opponents. Spirits with area of effect abilities can surround your character and keep foes at bay while your merciless gang of undead removes enemy spellcasters from the equation. With a few points pumped into Soul Reaping, you will also have Energy at the ready to help your allies with Ritualist healing skills.

Combat tips:

- Equip your character with an Enchantment-increasing staff.
- Maintain Tainted Flesh on a party member engaged in melee combat.
- Spam Rotting Flesh and Rising Bile on a target to quickly remove it from the fight.
- Cast Putrid Explosion on an enemy to detonate a nearby corpse, thus injuring multiple foes.

COMPLETE SKILLS LIST: NECROMANCER

SOUL REAPING



Icy Veins

Elite Hex Spell. Target foe is struck for 10..90 cold damage. For 10..35 seconds, if target foe dies, all nearby foes are struck for 10..90 cold damage.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 15 sec.



Wail of Doom

Elite Spell. Sacrifice 10% Health, and target foe is interrupted. If target foe was attacking, all of that foe's attack skills are disabled for 5..20 seconds.

Energy Cost: 15 Activation Time: 0.25 sec. Recharge Time: 15 sec.

CURSES



Barbs (Core Skill) Hex Spell. For 30 seconds, target foe takes 1..10 more damage when hit by physical damage.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec



Chilblains (Core Skill) Spell. You become Poisoned for 10 seconds. Fees in the area are struck for 10..44 cold damage and lose one Enchantment.

Energy Cost: 25 Activation Time: 0.75 sec. Recharge Time: 15 sec.



Defile Enchantments

Spell. Target foe and all nearby foes take 6..60 shadow damage and 4..20 shadow damage for each Enchantment on them.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 15 sec.



Defile Flesh (Core Skill) Hex Spell. Sacrifice 20% maximum Health. For 8...20 seconds, target foe gains only two-thirds Health from healing.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 10 sec.



Enfeebling Blood (Core Skill) Spell, Sacrifice 10% maximum Health, Target foe and all adjacent foes suffer from Weakness for 5..20 seconds.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 5 sec.



Enfeebfing Touch (Core Skill) Spell. Sacrifice 10% maximum Health. Target fee and all adjacent fees suffer from Weakness for 5..20 seconds.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 30 sec.



Faintheartedness (Core Skill) Hex Spell. For the next 5..35 seconds, target foe attacks 50% slower, and that foe suffers -1..3 Health degeneration.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 8 sec.



Lingering Curse (Core Skill)

Hex Spell. Sacrifice 10% maximum Health. Target foe loses all Enchantments. For 8..20 seconds, target foe gains only half Health from healing.

Energy Cost: 25 Activation Time: 3 sec. Recharge Time: 10 sec.



Mark of Pain (Core Skill)

Hex Spell. For 30 seconds, whenever target foe takes physical damage, Mark of Pain deals 10..40 shadow damage to adjacent foes.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Order of Apostasy

Elite Enchantment Spell. For 5 seconds, whenever a party member hits a foe, that foe loses one Enchantment. For each Monk Enchantment removed, you lose 20..10% Health.

Energy Cost: 25 Activation Time: 2 sec.



Parasitic Bond (Core Skill)

Hex Spell. For 20 seconds, target foe suffers -1 Health degeneration. The caster is healed for 30..120 when Parasitic Bond ends.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 2 sec.



Plague Signet (Core Skill)

Elite Signet. Transfer all negative Conditions and their remaining durations from yourself to target foe. (50% failure chance with Curses 4 or less.)

Activation Time: 1 sec. Recharge Time: 10 sec.



Reckless Haste

Hex Spell. For 5..20 seconds, target foe and all adjacent foes are Hexed with Reckless Haste. While Hexed, they attack 25% faster, but have a 15..50% chance to miss with attacks.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 15 sec.



Rend Enchantments (Core Skill)

Spell. Remove 5..9 Enchantments from target foe. For each Monk Enchantment removed, you take 55..25 damage.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 30 sec.



Rigor Mortis (Core Skill)

Hex Spell. For 8..20 seconds, target foe cannot "block" or "evade."

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Shivers of Dread

Hex Spell, For 10..40 seconds, whenever target foe is struck for cold damage while using a skill, that foe is interrupted, and you lose 10..5 Energy or Shivers of Dread ends.

Energy Cost: 10 Activation Time: 10 sec. Recharge Time: 15 sec.



Soul Bind

Hex Spell. For 5..20 seconds, target foe attacks 30% slower than normal. If that foe becomes the target of a Hex while attacking, that foe is knocked down.

Energy Cost: 10 Activation Time: 10 sec. Recharge Time: 5 sec.



Suffering (Core Skill)

Hex Spell. For 6..30 seconds, target foe and all nearby foes suffer -2 Health degeneration.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 20 sec.



Weaken Armor (Core Skill)

Hex Spell. For 10..40 seconds, target foe has an armor penalty of -20 against physical damage.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 30 sec.



Weaken Knees

Elite Hex Spell. For 10..35 seconds, if target foe is struck while moving, that foe is knocked down and Weaken Knees ends.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Well of Weariness

Spell. Exploit target corpse to create a Well of Weariness for 10..55 seconds. Enemies within the Well of Weariness suffer -1 Energy degeneration.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.

BLOOD MAGIC



Barbed Signet (Core Skill)

Signet. Sacrifice 8% maximum Health. You steal up to 18..60 Health from target foe.

Activation Time: 2 sec. Recharge Time: 20 sec.



Blood Bond

Enchantment Spell. For 5..20 seconds, target other ally gains +1..3 Health regeneration and you suffer -1..3 Health degeneration.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 2 sec.



Blood Drinker

Spell. If your Health is above 50%, you begin Bleeding for 10 seconds. Steal up to 20..65 Health from target foe.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 20 sec.



Blood is Power (Core Skill)

Enchantment Spell. Sacrifice 33% maximum Health. For 10 seconds, target other ally gains +3..6 Energy regeneration.

Energy Cost: 5
Activation Time: 0.25 sec.



Cultist's Fervor

Elite Enchantment Spell. For 5..20 seconds, your Spells cost -7 Energy to cast, but you sacrifice 30..15% Health each time you cast a Spell.

Energy Cost: 5
Activation Time: 1 sec.
Recharge Time: 30 sec:



Dark Bond (Core Skill)

Enchantment Spell. For the next 30..60 seconds, whenever you receive damage, your closest minion suffers 75% of that damage for you.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 20 sec.



Dark Pact (Core Skill)

Spell. Sacrifice 10% Health and deal 10..48 shadow damage to target foe.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 5 sec.



Demonic Flesh (Core Skill)

Enchantment Spell. Sacrifice 20% maximum Health. For 30..60 seconds, your maximum Health is increased by 80..200.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 60 sec.



Jaundiced Gaze

Spell. Sacrifice 10% Health. If target foe has more Health than you, you steal up to 15..45 Health. Otherwise, you deal 15..45 damage.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 2 sec.



Life Siphon (Core Skill)

Hex Spell. For 12...24 seconds, target suffers -1...3 Health degeneration, and you gain +1...3 Health regeneration.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 2 sec.



Lifebane Strike

Spell. Target foe takes 12..48 shadow damage. If that foe's Health is above 50%, you steal up to 12..48 Health.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 8 sec.



Oppressive Gaze

Spell. Target foe and adjacent foes take 5..50 damage. Steal up to 15..45 Health from any who were suffering from Weakness.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 7 sec.



Order of Pain (Core Skill)

Enchantment Spell. Sacrifice 17% Health. For 5 seconds, whenever a party member hits a foe with physical damage, that party member does +3..16 damage.

Energy Cost: 10 Activation Time: 2 sec.



Signet of Agony (Core Skill)

Signet. Sacrifice 10% maximum Health and suffer from Bleeding for 25 seconds. All nearby foes take 10..44 damage.

Activation Time: 0.75 sec. Recharge Time: 15 sec.



Spoil Victor

Elite Hex Spell. For 5..20 seconds, whenever target foe attacks or casts a Spell on a creature with less Health, that foe loses 5..50 Health.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 10 sec.



Strip Enchantment (Core Skill)

Spell. Remove one Enchantment from target foe. If an Enchantment is removed, you gain 30..120 Health.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 20 sec.



Unholy Feast (Core Skill)

Spell. Steal up to 10..65 Health from up to 1..4 foes in the area.

Energy Cost: 15 Activation Time: 1 sec. Recharge Time: 20 sec.



Vampiric Bite

Skill. Touch target foe to steal up to 29..74 Health.

Energy Cost: 15 Activation Time: 0.75 sec. Recharge Time: 2 sec.



Vampiric Gaze (Core Skill)

Spell. Steal up to 18..60 Health from target foe.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Vampiric Spirit

Elite Enchantment Spell. For 5, 20 seconds, your Spells cost 3 more Energy, but whenever you cast a Spell, you steal up to 5, 50 Health from one nearby foe.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Vampiric Swarm

Spelf, Vamplric Swarm flies out slowly and steals up to 15..60 Health from up to three foes in the area.

Energy Cost: 15 Activation Time: 3 sec. Recharge Time: 10 sec.



Vile Masma

Hex Spell. Target foe is struck for 10..65 cold damage. If suffering from a Condition, that foe is hexed with Vile Miasma and suffers -1..3 Health degeneration for 10 seconds.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 15 sec.



Wallow's Bite

Skill. Sacrifice 10% maximum Health. Target touched foe takes 20..58 shadow damage.

Energy Cost: 5
Activation Time: 0.75 sec.
Recharge Time: 3 sec.



Well of Blood (Core Skill)

Spell. Exploit nearest corpse to create a Well of Blood at its location. For 8...20 seconds, allies in that area receive +1...6 Health regeneration.

Energy Cost: 15 sec. Activation Time: 2 sec. Recharge Time: 2 sec.

DEATH MAGIC



Animate Bone Fiend (Core Skill)

Spell. Exploit nearest corpse to animate a level 1..17 bone fiend. Bone fiends can attack at range.

Energy Cost: 25
Activation Time: 3 sec.
Recharge Time: 5 sec.



Animate Bone Minions (Core Skill)

Spell. Exploit nearest corpse to animate two level 0..12 bone minions.

Energy Cost: 25 Activation Time: 3 sec. Recharge Time: 5 sec.



Animate Flesh Golem

Elite Spell. Exploit nearest corpse to animate a level 3..25 Flesh Golem. The Flesh Golem leaves an exploitable corpse. You can only have one Flesh Golem.

Energy Cost: 15 Activation Time: 3 sec. Recharge Time: 30 sec.



Animate Vampiric Horror

Spell. Exploit nearest corpse to animate a level 1..17 Vampiric Horror. Whenever a Vampiric Horror you control deals damage, you gain the same amount of Health.

Energy Cost: 25 Activation Time: 3 sec. Recharge Time: 5 sec.



Bitter Chill

Spell. Target foe is struck for 5..50 cold damage. If that foe had more Health than you, Bitter Chill recharges instantly

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Blood of the Master (Core Skill)

Spell. Sacrifice 10% maximum Health. All adjacent undead allies are healed for 30..116.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Dark Aura (Core Skill)

Enchantment Spell. For 30 seconds, whenever target ally sacrifices Health, Dark Aura deals 5..50 shadow damage to adjacent foes, and you lose 5..20 Health.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 10 sec.



Death Nova (Core Skill)

Enchantment Spell. For 30 seconds, if target ally dies, all adjacent foes take 26..100 damage and are Poisoned for 15 seconds.

Eperary Cost: 5

Energy Cost: 5 Activation Time: 2 sec.



Deathly Swarm (Core Skill)

Spell. Deathly Swarm flies out slowly and strikes for 15..80 cold damage on up to three targets in the area.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 3 sec.



Discord

Elite Spell. If target foe is suffering from a Condition and under the effects of a Hex or an Enchantment, that foe suffers 15..75 damage.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 2 sec.



Fetid Ground

Spell. Target foe is struck for 10..50 cold damage. If that foe is knocked down, that foe becomes Poisoned for 5..10 seconds.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 2 sec.



Putrid Explosion (Core Skill)

Spell. The corpse nearest your target explodes, sending out a shockwave that deals 24..120 damage to nearby foes.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 5 sec.



Rising Bile

Hex Spell. For 30 seconds, this Hex does nothing. When Rising Bile ends, that foe and all nearby foes take 1..4 damage for each second Rising Bile was in effect.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.



Soul Feast (Core Skill)

Spell. Exploit nearest corpse to gain 50..280 Health.

Energy Cost: 10 Activation Time: 1 sec.



Tainted Flesh (Core Skill)

Elite Enchantment Spell. For 20..44 seconds, target ally is immune to disease, and anyone striking that ally in melee becomes Diseased for 3..15 second[s].

Energy Cost: 5 Activation Time: 1 sec.



Taste of Death (Core Skill)

Spell. Steal up to 100..400 Health from target animated undead ally.

Energy Cost: 5 Activation Time: 0.25 sec.



Taste of Pain

Spell. If target foe is below 20% Health, you gain 50,.200 Health.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 10 sec.



Vile Touch (Core Skill)

Skill. Touch target foe to deal 20..65 damage.

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 4 sec.



Well of the Profane (Core Skill)

Spell. Exploit nearest corpse to create a Well of the Profane at its location. For 8..20 seconds, foes in that area are stripped of all Enchantments and cannot be the target of further Enchantments. (50% failure chance with Death Magic 4 or less.)

Energy Cost: 25 Activation Time: 3 sec. Recharge Time: 10 sec.

NO ATTRIBUTE



Gaze of Contempt

Spell. If target foe has more than 50% Health, that foe loses all Enchantments.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 20 sec.



Grenth's Balance (Core Skill)

Elite Spell. If target foe has more Health than you, you gain half the difference (up to your maximum Health), and that foe loses an equal amount.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 10 sec.



Plague Touch (Core Skill)

Skill. Transfer a negative Condition and its remaining duration from yourself to target touched foe.

Energy Cost: 5 Activation Time: 0.75 sec.

RANGER

The Ranger is more in touch with living nature than any other profession. Where the Elementalist harnesses and tames the power of the elements, the Ranger lives as one with life in all its abundance, and utilizes unique survival skills that come from this connection. Rangers can perform nature rituals that manipulate the environment to hinder enemies, or draw on the power of the wilderness to heal and assist allies in battle.

The Ranger can also tame the beasts of the wild and command them to fight at the Ranger's side. The Ranger is the master of the targeted distance attack and Rangers get the most out of ranged weapons like bows. The Ranger's primary attribute, Expertise, demonstrates the benefits of communing with nature—attack skills and Preparation skills like Traps will use less Energy the more points you pour into Expertise. In a party, the Ranger is often called upon to pull foes toward the group with a well-aimed arrow. Rangers combine effectively with any secondary profession that performs well at a distance.

In addition to the Ranger's aptitude in taming wild beasts and sniping enemies from afar, followers of this profession have the ability to set traps on the battlefield, making enemy navigation a risky endeavor. When coordinated with kiting and pulling, the Ranger's combat tactics can be applied to lure groups of enemies away from a mob, only to be snared by an invisible device placed earlier in the fight.

PLAYING THE RANGER

Nothing else in Guild Wars Factions plays quite like a Ranger. Followers of this profession do their job at a distance, and often are the designated pullers of the party. They roam the wilderness in search of a fight, taking extra care to select their targets and start the fight on their own terms. They're not defenseless in melee combat, but will be quickly overpowered if surrounded (unless Warrior is your secondary profession).

The Ranger's pet can take several forms (consult the appendices for a complete list of pets), and like a Ritualist's spirit or a Necromancer's zombie slave a pet provides additional firepower and protection during large-scale battles. These furry friends are invaluable allies, and can mean the difference between life and death for your character when the tide turns against you.

Expertise, the Ranger's primary attribute, has a direct effect on non-spell skills (especially attack, Preparation, and Trap skills). The higher your Expertise level, the less Energy it takes to perform your tasks. It is advisable that you pump up this attribute when making your own builds.

(To give your pet a unique name, use the chat command /namepet.)

WEAPON OF CHOICE: BOW

Rangers are the masters of ranged combat, and so their weapon of choice is quite appropriately the bow. As with other weapons, bows come in several shapes and sizes and can boost damage and Energy, etc. These implements of long-range destruction are, naturally, two-handed devices so you won't have the added protection of a shield when roaming the wilderness.



RANGER ATTRIBUTES

Expertise (Primary)

Expertise lets you efficiently conserve your Energy by shrinking the cost of attack skills and Preparations.

Beast Mastery

Beast Mastery improves skills that make your animal companion more effective in battle.

Marksmanship

The Marksmanship attribute adds damage to basic bow attacks and is the base attribute for most bow skills.

Wilderness Survival

Wilderness Survival improves a Ranger's defensive Stances, Preparations, Traps, and environmental Enchantments that affect the entire battlefield.

RANGER BUILDS

RANGER/RITUALIST—PVE

Attributes

Communing: 8 (8) Expertise: 10 (10) Marksmanship: 12 (12) Restoration Magic: 2 (2)

Skills

86

- 1. Barrage
- 2. Lightning Reflexes
- 3. Throw Dirt
- 4. Zojun's Haste
- 5. Brutal Weapon
- 6. Pain
- 7. Favorable Winds
- 8. Flesh of My Flesh

The Ranger/Ritualist is an excellent build that is as self-reliant as it is a team player. For matched confrontations (i.e., "easy fights") you can quickly overpower groups of foes with AoE attacks like Barrage while your pet provides distraction (and gets a free meal in the process). Should things heat up, you can call in spirits and even resurrect a fallen teammate with the Ritualist's skills.

Combat tips:

- Maintain Brutal Weapon on yourself to boost attacks while you're under no Enchantments.
- Spam Barrage on groups of enemies.
- Activate Pain and Favorable Winds to create additional spirits if you need reinforcements.

RANGER/WARRIOR—PVP RANDOM

Attributes

Expertise: 13 (11+2) Hammer Mastery: 12 (12) Tactics: 6 (6)

Skills

- 1. Wild Blow
- 2. Irresistible Blow
- 3. Distracting Blow
- 4. Escape
- 5. Lightning Reflexes
- 6. Antidote Signet
- 7. Healing Signet
- 8. Resurrection Signet

When playing in a random PvP arena, you can't predict whom your teammates will be, so it makes perfect sense to equip your Ranger with the hard-hitting skills of a Warrior. This self-sufficient fighter can hold steady ground, pound the life out of adjacent foes, and run like the wind when the situation calls for it. Using a combination of unblockable attacks and disruption techniques, the Ranger/Warrior is a death-dealing machine capable of decimating the opposition,

Combat tips:

- Blow your enemies away with a trio of Wild Blow, Irresistible Blow, and Distracting Blow to interrupt attacks and knock 'em down.
- Activate Escape to boost your speed and catch up to fleeing foes.

 Taking your lumps? Trigger Escape and Lightning Reflexes to hightail it out of there.

RANGER—PVP TEAM

Attributes

Expertise: 13 (12+1)

Wilderness Survival: 13 (12+1)

Skills

- 1. Viper's Nest
- 2. Barbed Trap
- 3. Flame Trap
- 4. Spike Trap
- 5. Whirling Defense
- 6. Throw Dirt
- 7. Troll Unguent
- 8. Resurrection Signet

This team-oriented Ranger is a master trapper who can litter the battlefield with a host of pain-inducing machinations designed to maim and destroy hapless enemies. Though setting these devices takes time and skill (leaving you vulnerable to interruption and attack) the advantage they afford you is indispensable. Should you come under attack, Troll Unguent can recharge your Health.

Combat tips:

- Lay a minefield of traps in hightraffic places, preferably just before you kite a mob to your group's location.
- Activate Whirling Defense and Throw Dirt should you come under attack while placing traps.
- Use Troll Unguent to replenish lost Health points.

COMPLETE SKILLS LIST: RANGER

EXPERTISE



Archer's Signet

Elite Signet. All your non-attack skills are disabled for 15..7 seconds. For 30 second[s], your next 1..7 bow attacks cost no Energy.

Activation Time: 2 sec. Recharge Time: 45 sec.



Distracting Shot (Core Skill)

Attack. If Distracting Shot hits, it interrupts target foe's action but deals only 1..16 damage. If the interrupted action was a skill, that skill is disabled for an additional 20 seconds.

Energy Cost: 5 Activation Time: 1.50 sec. Recharge Time: 10 sec.



Escape (Core Skill) Elite Stance. For 5..17 seconds, you move 25% faster and have a 75% chance to "evade" attacks.

Energy Cost: 5 Recharge Time: 30 sec.



Glass Arrows

Elite Preparation. For 10..35 seconds, your arrows strike for +5..15 damage if they hit and cause Bleeding for 10..20 seconds if they are Blocked.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Lightning Reflexes (Core Skill)

Stance. For 5..11 seconds, you have a 75% chance to "evade" melee and projectile attacks, and you attack 33% faster.

Energy Cost: 10 Recharge Time: 45 sec.



Throw Dirt (Core Skill) Skill. Target touched foe and foes adjacent to your target become Blinded for 3..15 seconds.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 45 sec.



Trapper's Focus

Elite Preparation. For 12 seconds, your trap skills are not easily interruptible.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 20 sec.



Whirling Defense (Core Skill) Stance. For 8..20 seconds, you have 75% chance to "block" attacks. Whenever you block a projectile in this way, adjacent foes take 5..11 piercing damage.

Energy Cost: 10 Recharge Time: 60 sec.



Zojun's Haste

Stance. For 5..11 seconds, you move 33% faster and have a 27..75% chance to "evade" incoming arrows. Zojun's Haste ends if you attack.

Energy Cost: 5
Rectiarge Time: 30 sec.



Zojun's Shot

Attack. Shoot an arrow that has half the normal range, but strikes for +10..25 damage.

Energy Cost: 10 Recharge Time: 3 sec.

BEAST MASTERY



Bestial Fury

Stance. All your non-attack skills are disabled for 5 seconds. For 5..11 seconds, you attack 33% faster.

Energy Cost: 10 Recharge Time: 10



Bestial Mauling

Pet Attack. Your animal companion attempts a Bestial Mauling that deals +5..20 damage. If the attack strikes a knockeddown foe, that foe is interrupted and Dazed for 5..20 seconds.

Energy Cost: 5 Recharge Time: 20 sec.



Call of Haste (Core Skill)

Shout. For 30 seconds, your animal companions have a 25% faster attack speed and move 25% faster.

Energy Cost: 10 Recharge Time: 25 sec.



Charm Animal (Core Skill)

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Skill. Charm target animal. Once charmed, your animal companion will travel with you whenever you have Charm Animal equipped.

Energy Cost: 10 Activation Time: 10 sec.



Comfort Animal (Core Skill)

Skill. You heal your animal companion for 20..104 Health. If your companion is dead, it is resurrected with 10..58% Health.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 1 sec.



Disrupting Lunge (Core Skill)

Pet Attack. Your animal companion attempts a Disrupting Lunge that deals +1..12 damage. If that attack strikes a foe using a skill that skill is interrupted and is disabled for an additional 20 seconds.

Energy Cost: 5 Recharge Time: 5 sec.



Energizing Wind (Core Skill)

Nature Ritual. Create a level 1..10 Spirit. For creatures within its range, all skills cost 15 less Energy (minimum cost 10 Energy), and skills recharge 25% slower. This Spirit dies after 30..150 seconds.

Energy Cost: 5
Activation Time: 5 sec.
Recharge Time: 60 sec.



Enraged Lunge

Elite Pet Attack. Your animal companion attempts an Enraged Lunge that deals +5..15 damage (maximum bonus 60) for each recharging Beast Mastery skill.

Energy Cost: 5 Recharge Time: 5 sec.



Ferocious Strike (Core Skill)

Elite Pet Attack. Your animal companion attempts a Ferocious Strike that deals, #13...28 damage. If that attack hits, you gain adrenaline and 3...10 Energy.

Energy Cost: 5 Recharge Time: 8 sec.



Heal as One

Elite Skill. If you or your animal companion are below 50% Health, you both gain 25..145 Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 12 sec.



Lacerate

Elite Nature Ritual. Create a level 1..10 Spirit. Bleeding creatures within its range suffer -2 Health degeneration. When this Spirit dies, all creatures within its range that have less than 90% Health begin Bleeding for 5..25 seconds. This Spirit dies after 30..150 second[s].

Energy Cost: 10 Activation Time: 5 sec. Recharge Time: 60 sec.



Maiming Strike (Core Skill)

Pet Attack. Your animal companion attempts a Maiming Strike that deals +5..20 damage. If that attack hits a moving foe that foe becomes Crippled for 3..15 seconds.

Energy Cost: 10 Recharge Time: 5 sec.



Poisonous Bite

Pet Attack, Your animal companion attempts a Poisonous Bite that Poisons target foe for 5..20 seconds.

Energy Cost: 5 Recharge Time: 20 sec.



Pounce

Pet Attack. Your animal companion's next attack is a Pounce that deals +5..20 damage. If the attack strikes a moving foe, that foe is knocked down.

Energy Cost: 5 Recharge Time: 20 sec.



Predatory Bond

Shout. For 5..20 seconds, attacks by your animal companion heal you for 1..15 Health.

Energy Cost: 10 Recharge Time: 30 sec.



Primal Echoes (Core Skill)

Nature Ritual. Create a level 1..10 Spirit. For creatures within its range, Signets cost 10 Energy to use. This Spirit dies after 30..150 seconds.

Energy Cost: 5 Activation Time: 5 sec. Recharge Time: 60 sec.



Run as One

Elite Stance. For 5..15 seconds, you and your pet run 25% faster.

Energy Cost: 5 Recharge Time: 30 sec.



Savage Pounce

Pet Attack, Your animal companion attempts a Savage Pounce that deals +5..20 damage. If the attack strikes a fee who is casting a Spell, that foe is knocked down.

Energy Cost: 5 Recharge Time: 15 sec.



Scavenger Strike (Core Skill)

Pet Attack. Your animal companion attempts a Scavenger Strike that deals +5..20 damage. If the attack strikes a foe who is suffering a condition, that foe takes an additional +10..25 damage.

Energy Cost: 10 Recharge Time: 5 sec.



Viper's Nest

Trap. Create a Viper's Nest. When it is triggered, all nearby foes are struck for 5..50 piercing damage and become Poisoned for 5..20 seconds. Viper's Nest expires after 90 second[s].

Energy Cost: 10 Activation Time: 10 sec. Recharge Time: 30 sec.

MARKSMANSHIP



Barrage (Core Skill)

Elite Attack. All your Preparations are removed. Shoot arrows at up to 6 foes adjacent to your target. These arrows strike for +1..16 damage if they hit.

Energy Cost: 5 Recharge Time: 1 sec.



Broad Head Arrow

Attack. You shoot a broad head arrow that moves slower than normal. If it hits, target foe is interrupted and Dazed for 5..20 seconds.

Energy Cost: 25
Recharge Time: 20 sec.



Concussion Shot (Core Skill)

Attack. If Concussion Shot hits while target foe is casting a Spell, the Spell is interrupted and your target is Dazed for 5..20 seconds. This attack deals only 1..16 damage.

Energy Cost: 25 Activation Time: 0.25 sec. Recharge Time: 10 sec.



Determined Shot (Core Skill)

Attack. If Determined Shot hits, you strike for +5..20 damage. If Determined Shot fails to hit, all of your attack skills are recharged.

Energy Cost: 5 Recharge Time: 10 sec.



Favorable Winds (Core Skill)

Nature Ritual. Create a level 1..10 Spirit. For creatures within its range, arrows move twice as fast and strike for +6 damage. This Spirit dies after 30..150 seconds.

Energy Cost: 5 Activation Time: 5 sec. Recharge Time: 60 sec.



Focused Shot

Attack, #F Focused Shot hits, you strike for +10..25 damage but all of your other attack skills are disabled for 5..3 seconds.

Energy Cost: 5 Recharge Time: 2 sec.



Hunter's Shot

Attack. If Hunter's Shot hits, you strike for +3..15 damage. If this attack hits a fee that is moving or knocked down, that fee begins Bleeding for 3..25 seconds.

Energy Cost: 5 Recharge Time: 5 sec



Marauder's Shot

Attack, If Marauder's Shot hits, you strike for +10..25 damage and all your non-attack skills are disabled for 5..3 seconds.

Energy Cost: 10 Recharge Time: 6 sec.



Melandru's Shot

Elite Attack. If Melandru's Shot hits, you deal +10...20 damage. If it hits an enchanted foe, you gain 15 Energy.

Energy Cost: 10 Recharge Time: 7 sec.



Needling Shot

Attack. Needling Shot strikes for only 10..35 damage and moves faster than normal. If Needling Shot strikes a foe below 20% Health, Needling Shot recharges instantly.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 4 sec.



Pin Down (Core Skill) Attack. If Pin Down hits, your target is Crippled for 3..15 seconds.

Energy Cost: 15 Recharge Time: 15 sec.



Power Shot (Core Skill)

Attack. If Power Shot hits, you strike for +10..25 damage.

Energy Cost: 10 Recharge Time: 6 sec.



Precision Shot (Core Skill) Attack. If Precision Shot hits, you strike for +10..25 damage. Precision Shot cannot be "blocked" or "evaded." This action

is easily interrupted.

Energy Cost: 10 Recharge Time: 6 sec.



Read the Wind (Core Skill)

Preparation. For 24 seconds, your arrows move twice as fast and deal 3..10 extra damage.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 12 sec.



Savage Shot (Core Skill) Attack. If Savage Shot hits, your target's action is interrupted. If that action was a Spell, you strike for 13..28 damage.

Energy Cost: 10 Activation Time: 0.50 sec. Recharge Time: 5 sec.



Seeking Arrows

Preparation. For 12..24 seconds, your arrows, cannot be "blocked" or "evaded." Seeking Arrows ends if you fail to hit.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 20 sec.



Splinter Shot

Attack. If Splinter Shot hits, you deal +3..15 damage. If Splinter Shot is "blocked," all foes adjacent to your target take 5..65 damage.

Energy Cost: 10 Recharge Time: 5 sec.



Sundering Attack

Attack. If Sundering Attack hits, you strike for +3..18 damage and this attack has 20% armor penetration.

Energy Cost: 10 Recharge Time: 3 sec.

WILDERNESS SURVIVAL



Apply Poison (Core Skill) Preparation. For 24 seconds, foes struck by your physical attacks become Poisoned for 3..15 seconds.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 12 sec.



Barbed Trap (Core Skill)

Trap. When Barbed Trap is triggered, all nearby foes take 20..65 piercing damage, become Crippled, and begin Bleeding for 3..25 seconds. Barbed Trap ends after 90 seconds. While activating this skill, you are easily interrupted.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 20 sec.



Brambles

Nature Ritual. Create a level 5..20 Spirit. Anyone who is knocked down in its range takes 1..10 damage and begins Bleeding for 1..10 seconds. This Spirit dies after 30..150 second[s].

Energy Cost: 10 Activation Time: 5 sec. Recharge Time: 60 sec.



Choking Gas (Core Skill)

Preparation. For 1..12 seconds, your arrows deal 1..8 more damage and spread Choking Gas to all adjacent foes on impact. Choking Gas interrupts foes attempting to cast Spells.

Energy Cost: 15
Activation Time: 2 sec.
Recharge Time: 24 sec.



Conflagration (Core Skill)

Nature Ritual. Create a level Spirit. For creatures within its range, all of your arrows that hit strike with fire damage. This Spirit dies after 30..150 seconds.

Energy Cost: 5 Activation Time: 5 sec. Recharge Time: 60 sec.



Equinox

Elite Nature Ritual. Create a level 1..10 Spirit. Spells cast within its range that cause Exhaustion cause double the Exhaustion instead. This Spirit dies after 30..150 seconds.

Energy Cost: 10 Activation Time: 5 sec. Recharge Time: 60 sec.



Famine

Elite Nature Ritual. Create a level 1..10 Spirit. Whenever any creature in its range reaches 0 Energy, that creature takes 10..35 damage. This Spirit dies after 30..90 ends.

Energy Cost: 10 Activation Time: 5 sec. Recharge Time: 60 sec.



Flame Trap (Core Skill)

Trap. When Flame Trap is triggered, every second (for 3 seconds total), all nearby foes are struck for 15..30 fire damage and set on fire for 1..3 seconds. Flame Trap ends after 90 seconds. While activating this skill, you are easily interrupted.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Kindle Arrows (Core Skill)

Preparation. For 24 seconds, your arrows deal fire damage and hit for an additional 3..24 fire damage.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 12 sec.



Nature's Renewal (Core Skill)

Nature Ritual. Create a level 1..10 Spirit. For 30..150 seconds, Enchantments and Hexes take twice as long to cast, and it costs twice as much Energy to maintain Enchantments. This Spirit dies after %str3% second[s].

Energy Cost: 5 Activation Time: 5 sec. Recharge Time: 60 sec.



Quickening Zephyr (Core Skill)

Nature Ritual. Create a level 1::10 Spirit. For creatures within its range, all skills recharge twice as fast and cost 30% more Energy to cast. This Spirit dies after 15..45 seconds.

Energy Cost: 25 Activation Time: 5 sec. Recharge Time: 60 sec.



Snare

Trap. When Snare is triggered, all foes in the area become Crippled for 3..15 seconds. Snare ends after 90 seconds. While activating this skill, you are easily interrupted.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 20 sec.



Spike Trap (Core Skill)

Elite Trap. When Spike Trap is triggered, all nearby foes take 10..68 piercing damage, become Crippled for 3..15 seconds, and are knocked down. Spike Trap ends after 90 seconds. While activating this skill, you are easily interrupted.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Storm Chaser (Core Skill) Stance. For 8..20 seconds, you move 25% faster, and you gain 1..5 Energy whenever you take elemental damage.

Energy Cost: 10 Recharge Time: 30 sec.



Tranquility

Nature Ritual. Create a level 1..10 Spirit. Enchantments cast by creatures within its range expire 20..50% faster. This Spirit dies after 15..60 seconds.

Energy Cost: 15 Activation Time: 5 sec. Recharge Time: 60 sec.



Troll Unguent (Core Skill) Nature Ritual. Create a level 1..10 Spirit. Enchantments cast by creatures within its range expire 20..50% faster. This Spirit dies after 15..60 seconds.

Energy Cost: 5 Activation Time: 3 sec. Recharge Time: 10 sec.



Winnowing (Core Skill) Nature Ritual. Create a level 1..10 Spirit. For creatures within its range, creatures take 4 additional damage whenever they take physical damage. This Spirit dies after 30..150 seconds.

Energy Cost: 5 Activation Time: 5 sec. Recharge Time: 60 sec.

NO ATTRIBUTE



Antidote Signet (Core Skill) Signet. Cleanse yourself of Poison, Disease, and Blindness.

Activation Time: 2 sec. Recharge Time: 8 sec.



Called Shot (Core Skill) Attack. Shoot an arrow that moves 3 times faster and cannot be "blocked" or "evaded."

Energy Cost: 5 Recharge Time: 3 sec.



Debilitating Shot (Core Skill) Attack. If Debilitating Shot hits, your target loses 10 Energy.

Energy Cost: 10 Recharge Time: 10 sec.



Dual Shot (Core Skill) Attack. Shoot two arrows simultaneously at target foe. These arrows deal 25% less damage.

Energy Cost: 10 Recharge Time: 5 sec.



Quick Shot (Core Skill)

Attack. Shoot an arrow that moves twice as fast.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 1 sec.

RITUALIST

Ritualists channel otherworldly energies that summon allies from the void, and employ mystic binding rituals that bend those allies to the Ritualist's will. They hood their eyes to better commune with spirits that grant great power and protection. The Energy they channel drives Ritualist skills to enhance the deadliness of an ally's weapon and wreak havoc on an enemy's Health.

The Ritualist can also use the remains of the dead to defend the living—not by reanimating corpses as a Necromancer would, but through the ritual use of urns and ashes. Where the Ranger lives as one with the spirit world, the Ritualist is its master. These bound, tortured souls will assist your party in combat, offer up life-sustaining aid, and attract the ire of aggressive enemies to take some heat off your back. In short, no group of adventurers should be without the Ritualist's powers.

PLAYING THE RITUALIST

The Ritualist shares some similarities to other classes in its ability to thicken the party with additional members on demand. But where the Ranger uses pets and the Necromancer reanimates the dead, the Ritualist recruits its minions seemingly out of thin air. With the divining of each spirit to the physical plane, practitioners of this profession can create a barrier of fighters to weaken nearby enemies or shield the party from harm.

Basic attacks from the Ritualist are fired from staves and scepters usually at a safe distance. Since the profession possesses a multitude of ranged attacks, the Ritualist can act as a scout when necessary to lure enemies to the party. It is advisable, however, that you first conjure some spirits to back you up.

WEAPONS OF CHOICE: STAVES AND SCEPTERS

Ritualists wield one-handed staves and two-handed scepters in combat. Like any profession, double-fisted weapons pack more punch, though you will not have a hand free to carry a focus item. These often-ornate implements of war can provide certain benefits including reduced Energy cost or recharge time for casting spells.

RITUALIST ATTRIBUTES

Spawning (Primary)

For each point of Spawning the Ritualist takes, summoned or animated creatures gain 4% more Health. Spawning also makes many Ritualist skills related to spirit creatures more effective.

Communing

Increase the Communing attribute to boost the Ritualist's ability to summon and command otherworldly allies.

Restoration Magic

Spend points on Restoration Magic to add to the duration and effectiveness of Ritualist skills that heal an ally's injuries.

Channeling Magic

Build up the Ritualist's Channeling Magic attribute to increase the duration and effectiveness of skills that inflict spiritual harm on enemies.

RITUALIST BUILDS

RITUALIST-PVE

Attributes

Channeling Magic: 16 (12+4) Communing: 9 (8+1) Spawning Power: 11 (10+1)

Skills

- 1. Spirit Rift
- 2. Channeled Strike
- 3. Essence Strike
- 4. Spirit Burn
- 5. Attuned Was Songkai

- 6. Union
- 7. Shelter
- 8. Flesh of My Flesh

The hardcore Ritualist employs spirits to get the job done. These otherworldly assistants often form the front line of the party and can draw fire away from a tanking Warrior (and the Ritualist herself). In the event that you come under heavy attack, these dedicated fighters will viciously defend you up to the moment their essence drains away. And with the indispensable power of Flesh of My Flesh, you can resurrect fallen party members at the renewable cost of half your Health.

Combat tips:

- Summon spirits by casting Union and Shelter before engaging enemies.
- Fight alongside your spectral helpers to increase the effectiveness of Essence Strike and Spirit Burn.
- Activate Attuned Was Songkai to reduce the Energy cost of spells and improve the power of Channeled Strike.

RITUALIST—PVP RANDOM ARENA

Attributes

Channeling Magic: 16 (12+4) Communing: 13 (12+1)

Skills

- 1. Wanderlust
- 2. Earthbind
- 3. Pain
- 4. Blood Song
- 5. Dissonance
- 6. Rupture Soul
- 7. Boon of Creation
- 8. Flesh of My Flesh

Similar to the PvE Ritualist build, the PvP Random Arena variety relies heavily on spirit presence. Added skills like Boon of Creation make this character more versatile and able to withstand punishment

if confronted by a mob. Dissonance can be used to interrupt your enemies in midattack.

Combat tips:

- Quickly build an army of spirits by spamming Wanderlust, Earthbind, Pain, and Blood Song.
- Cast Dissonance to interrupt enemy attacks.
- Activate Boon of Creation to restore lost Energy.
- Revive fallen teammates with Flesh of My Flesh (but keep an eye on your Health).

RITUALIST—PVP TEAM

Attributes

Restoration Magic: 14 (12+2) Spawning Power: 13 (12+1)

Skills

- 1. Mend Body and Soul
- 2. Spirit Light
- 3. Weapon of Warding
- 4. Wielder's Boon
- 5. Soul Twisting
- 6. Recuperation
- 7. Life
- 8. Flesh of My Flesh

If you thought Monks were the only support healers, think again. Ritualists such as this PvP Team build are working proof that there's more than one way to maintain the Health and well-being of your party. The Ritualist healer taps into conjured spirits to create a barrier of protection that slowly sacrifices the life of its members for the good of the living. The key to maximizing this character is to maintain proximity to spirits and allies at all times.

Combat tips:

- Cast Life and Recuperation in the proximity of another party healer (such as a Monk).
- Stay close to your conjured spirits and activate Mend Body and Soul and Spirit Light on injured allies.
- Grace allies under attack with Weapon of Warding and Wielder's Boon to give them a Health boost.



COMPLETE SKILLS LIST: RITUALIST

SPAWNING



Attuned Was Songkai

Elite Spell. Hold Songkai's ashes for up to 45 seconds. While you hold her ashes, your spells and binding rituals cost 5..50% less Energy to cast.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 60 sec.



Boon of Creation

Enchantment Spell. For 15..60 seconds, whenever you create a creature, you gain 5..50 Health and 3..8 Energy.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 45 sec.



Consume Soul

30.8F

Elite Spell. Target touched Spirit is destroyed. All allies in the area are healed for 30..240 Health.

Energy Cost: 5
Activation Time: 2 sec.
Recharge Time: 45 sec



Doom

Spell. Strike target foe for 10..40 lightning (maximum 135) damage for every recharging Binding Ritual you have.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 15 sec.



Explosive Growth

Enchantment Spell. For 15..60 seconds, whenever you create a creature, up to 5 foes near that creature are struck for 20..65 lightning damage.

107 20..05 lightning damage

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 45 sec.



Feast of Souls

Spell. Destroy all nearby allies' Spirits. For each Spirit destroyed in this way, all party members are healed for 50..100

Health.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 10 sec.



Ghostly Haste

Enchantment Spell. For 5..20 seconds, spells you cast while in the area of a Spirit recharge 5..20% faster.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.



Ritual Lord

Elite Skill. For 30 seconds, your Rituals recharge 15,.75% faster.

Energy Cost: 10 Recharge Time: 30 sec.



Rupture Soul

Spell. Target allied Spirit is destroyed. All nearby enemies are struck for 50. 140 lightning damage and become

blinded for 3..12 seconds,

Energy Cost: 10 Activation Time: 0.75 sec. Recharge Time: 5 sec.



Signet of Creation

Signet. All Spirits and animated creatures in the area gain +1..7 Health regeneration. After 30 seconds, those spirits and creatures are destroyed.

Activation Time: 2 sec. Recharge Time: 10 sec.



Spirit Channeling

Elite Enchantment Spell. For 10 seconds, you gain +1..6 Energy regeneration but suffer -5 Health degeneration. When Spirit Channeling ends, you gain 5..20 Health for each ally in the area.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 30 sec.



Spirit to Flesh

Spell. Target touched allied Spirit is destroyed. All nearby allies are healed for 30..240.

Energy Cost; 10 Activation Time: 0.75 sec. Recharge Time: 15 sec.

COMMUNING



Anguished Was Lingwah

Spell. Hold Lingwah's ashes for up to 30..150 seconds. Dropping her ashes summons a level 1..10 Spirit of Pain that does 5..20 damage.

Energy Cost: 10 Activation Time: 5 sec. Recharge Time: 60 sec.



Armor of Unfeeling

Enchantment Spell. For 10..35 seconds, you have 10 base damage reduction while casting Binding Rituals.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 20 sec.



Binding Chains

Hex Spell. For 5..17 seconds, target foe moves 90% slower and cannot attack. Binding Chains ends if that foe takes damage.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 30 sec.



Bloodsong

Binding Ritual. Create a level 1..8 Spirit who dies after 30..150 seconds. Attacks by that Spirit steal up to 5..20 Health.

Energy Cost: 15 Activation Time: 5 sec. Recharge Time: 60 sec.



Brutal Weapon

Weapon Spell. Give target ally a Brutal Weapon for 5..20 seconds. The bearer's weapon strikes for +5..15 damage as long as the bearer is under no Enchantments.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 15 sec.



Defiant Was Xinrae

Elite Spell. Hold Xinrae's ashes for up to 5..11 seconds. While you hold her ashes, enemy Spells that the caster and the caster's allies use against you are disabled for an additional 5..20 second[s].

Energy Cost: 25 Activation Time: 0.25 sec. Recharge Time: 25 sec.



Disenchantment

Binding Ritual. Create a level 1..10 Spirit. This Spirit deals 3..15 damage and anyone struck by its attack loses one Enchantment. This Spirit dies after 10..35 seconds.

Energy Cost: 25 Activation Time: 5 sec. Recharge Time: 60 sec.



Displacement

Binding Ritual. Create a level 1..10 Spirit. Attacks made by foes within its range are "evaded." Every time an attack is evaded in this way, this Spirit takes 70..50 damage. This Spirit dies after 30..60 seconds.

Energy Cost: 15 Activation Time: 3 sec. Recharge Time: 60 sec.



Dissonance

Binding Ritual. Create a level 1..10 Spirit. This Spirit deals 3..15 damage and anyone struck by its attack is interrupted. This Spirit dies after 10..25 seconds.

Energy Cost: 25 Activation Time: 5 sec. Recharge Time: 60 sec.



Dulled Weapon

Hex Spell. For 5..20 seconds, target foe all nearby foes cannot achieve a critical hit.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time; 20 sec.



Earthbind

Binding Ritual. Create a level 1..10 Spirit. All foes knocked down within its range are knocked down for at least 3 seconds. Whenever this happens, this Spirit loses 50..25 Health. This Spirit dies after 15..45 seconds.

Energy Cest: 15
Activation Time: 5 sec.
Recharge Time: 60 sec.



Guided Weapon

Weapon Spell. For 5..11 seconds, target ally's attacks cannot be "blocked" or "evaded."

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 45 sec.



Mighty Was Vorizun

Spell. Hold Vorizun's ashes for up to 15..60 seconds. While you hold his ashes, you gain +15 armor and +20 maximum Energy.

Energy Cost: 5 Activation Time: 2 sec. Recharge Time: 30 sec.



Pain

Binding Ritual. Create a level 1..10 Spirit. This Spirit's attacks deal 5..20 damage. This Spirit dies after 30..150 seconds.

Energy Cost: 5 Activation Time: 3 sec. Recharge Time: 45 sec.



Restoration

Binding Ritual. Create a level 1..10 Spirit. When this Spirit dies, all party members in the area are resurrected with 5..50% Health and zero Energy. This Spirit dies after 30 seconds.

Energy Cost: 10
Activation Time: 5 sec.
Recharge Time: 45 sec.



Shadowsong

Binding Ritual. Create a level 1..8 Spirit. The Spirit's attacks cause Blindness for 1..6 seconds. This Spirit dies after 30 second[s].

Energy Cost: 10
Activation Time: 5 sec.
Recharge Time: 45 sec.



Shelter

Binding Ritual. Create a Level 1..10 Spirit. Allies within its range cannot lose more than 10% maximum Health from a single attack. When this Spirit prevents damage, it loses 60..30 Health. This spirit lasts 30..60 seconds.

Energy Cost: 10
Activation Time: 5 sec.
Recharge Time: 60 sec.



Soothing

Binding Ritual. Create a level 1..10 Spirit. All foes within its range take twice as long to build adrenaline. This Spirit dies after 15..45 seconds.

Energy Cost: 10 Activation Time: 5 sec. Recharge Time: 60 sec.



Union

Binding Ritual. Create a level 1..8 Spirit. Whenever an ally in its range takes damage, that damage is reduced by 15 and the Spirit takes 15 damage. This Spirit dies after 30..60 seconds.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 60 sec.



Vital Weapon

Weapon Spell. For 30 seconds, target ally has a Vital Weapon and has +40..200 maximum Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 20 sec.



Wanderlust

Elite Binding Ritual. Create a level 1..10 Spirit. Whenever this Spirit's attack hits a stationary foe, that foe is knocked down and the Spirit loses 70..50 Health. This spirit dies after 30..60 seconds.

Energy Cost: 10 Activation Time: 5 sec. Recharge Time: 60 sec.



Weapon of Quickening

Elite Weapon Spell. For 5..15 seconds, target ally has a Weapon of Quickening, and Spells and Binding Rituals recharge 15% faster.

Emergu Cost: 10 Acitvation Time: 2 sec. Recharge Time: 5 sec.

RESTORATION MAGIC



Blind Was Mingson

Spell. Hold Mingson's ashes for up to 15..60 seconds. When you drop her ashes, all adjacent foes are Blinded for 1..10 second[s].

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 30 sec.



Flesh of My Flesh

Spell. Lose half your Health. Resurrect target ally with your current Health and 5..20% Energy.

Energy Cost: 5 Activation Time: 5 sec.



Generous Was Tsungrai

Spell. Sacrifice 10% Health. Hold Tsungrai's ashes for up to 15..60 seconds and gain +50..140 maximum Health. When you drop his ashes, you gain 100..280 Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 15 sec.



Life

Binding Ritual. Create a level 1..10 Spirit. When this Spirit dies, all allies within its range are healed for 1..5 Health for each second this Spirit was alive. This Spirit dies after 30 seconds.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 45 sec.



Lively Was Naomei

Spell. Hold Naomei's ashes for up to 60 seconds. When you drop her ashes, all party members in the area are resurrected with 15..75% Health and zero Energy.

Energy Cost: 15 Activation Time: 6 sec. Recharge Time: 20 sec.



Mend Body and Soul

Spell. Target ally is healed for 10..85 Health. That ally loses one Condition for each Spirit in your area.

Energy Cost: 5
Activation Time: 0.75 sec.
Recharge Time: 3 sec.



Preservation

Elite Binding Ritual. Create a level 1..10 Spirit. Every 4 seconds, this Spirit heals one ally in the area for 10..115 Health. This Spirit dies after 60 seconds.

Energy Cost: 5 Activation Time: 3 sec. Recharge Time: 45 sec.



Protective Was Kaolai

Spell. Hold Kaolai's ashes for up to 10..35 seconds. While you hold his ashes, the next time damage brings your Health below 25%, you are healed for 26..240 Health.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 20 sec.



Recuperation

Binding Ritual. Create a level 1...10 Spirit. Allies within its range, gain +1...3 Health regeneration. This Spirit dies after 15..45 seconds.

Energy Cost: 15 Activation Time: 3 sec. Recharge Time: 60 sec.



Resilient Was Xiko

Spell, Hold Xiko's ashes for up to 5..20 seconds. For each Hex or Condition you are suffering from while holding her ashes, you gain +2 Health regeneration. When you drop her ashes, you lose 1..4 Conditions.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Resilient Weapon

Weapon Spell. For 5..20 seconds, target ally has a Resilient Weapon. While suffering from a Hex or Condition, that ally gains +1..6 Health regeneration and +24 armor.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 4 sec.



Soothing Memories

Spell. Target ally is healed for 10..100 Health. If you are holding an item, you gain 3 Energy.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Spirit Light

Spell, Sacrifice 10% Health, Target ally is healed for 50..155. If any Spirits are in the area around you, you don't sacrifice Health.

Energy Cost: 10
Activation Time: 1 sec.
Recharge Time: 4 sec.



Spirit Light Weapon

Elite Weapon Spell. For 10 seconds, target ally gains 3..15 Health each second. Spirit Light Weapon ends if that ally is not near a Spirit.

Energy Cost; 5 Activation Time: 4 sec. Recharge Time: 5 sec.



Spirit Transfer

Spell. The Spirit nearest you loses 5..50 Health. Target foe is healed for 4 for each point of Health lost.

Energy Cost: 5 Activation Time: 0.25 sec.



Tranquil Was Tanasen

Elite Spell. Hold Tanasen's ashes for up to 5..17 seconds. While you hold his ashes, you have +10..25 armor and cannot be interrupted.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 20 sec.



Vengeful Was Khanhei

Elite Spell. Hold Khanhei's ashes for 5..11 seconds. Whenever a foe strikes you in combat while you are holding Khanhei's ashes, you steal 5..35 Health from that foe.

Energy Cost: 5 Activation Time: 0.75 sec. Recharge Time: 20 sec.



Vengeful Weapon

Weapon Speli. For 8 seconds, the next time target ally takes damage from a foe, that ally steals up to 15..55 Health from that foe.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 3 sec.



Weapon of Shadow

Weapon Spell. For 4..10 seconds, target ally has a Weapon of Shadow. Whenever that ally is struck by an attack, that ally's attacker becomes Blinded for 3 second[s].

Energy Cost: 10 Activation Time: 10 sec. Recharge Time: 25 sec.



Weapon of Warding

Weapon Spell. For 5..11 seconds, target ally has a Weapon of Warding that grants target ally +2..4 Health regeneration and a 50% chance to "block."

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 5 sec.



Wielder's Boon

Spell. Heal target ally for 15..60 points. If that ally is under the effects of a "Weapon Spell," Wielder's Boon heals for an additional 10..40 Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 4 sec.

CHANNELING MAGIC



Ancestors' Rage

Spell. All foes adjacent to target ally are struck for 10..100 lightning damage.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 8 sec.



Channeled Strike

Spell. Target foe is struck for 5..95 lightning damage. That foe takes an additional 5..35 lightning damage if you are holding an item.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 12 sec.



Clamor of Souls

Elite Spell. For each nearby ally, one nearby foe is struck for 10..100 lightning damage. (The same foe cannot be struck more than once.)

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 12 sec.



Cruel Was Daoshen

Spell. Hold Daoshen's ashes for up to 15..60 seconds. When you drop his ashes, all nearby foes are struck for 40..130 lightning damage.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 45 sec.



Destruction

Binding Ritual. Create a level 1..10 Spirit that dies after 30 seconds. When this Spirit dies, all nearby foes take 1..5 damage for each second the Spirit was alive.

Energy Cost: 10 Activation Time: 3 sec. Recharge Time: 20 sec.



Essence Strike

Spell. Target foe is struck for 5..50 lightning damage. If any Spirits are in the area around you, you gain 1..7 Energy.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 8 sec.



Gaze from Beyond

Spell, The Spirit nearest you loses 10.40 Health. Target foe takes 3 lightning damage for each point of Health lost.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 15 sec.



Grasping Was Kuurong

Elite Spell. Hold Kuurong's ashes for up to 15..60 seconds. When you drop his ashes, all nearby foes are struck for 5..50 damage and knocked down.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 30 sec.



Lamentation

Spell. If target foe is near any corpse or Spirit, that foe takes 10..100 damage.

Energy Cost: 10 Activation Time: 0.25 sec. Recharge Time: 30 sec.



Nightmare Weapon

Weapon Spell. For 12 seconds, target ally has a Nightmare Weapon. Target ally's next successful attack is reduced by 10..50 damage and steals up to 10..50 Health.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Painful Bond

Hex Spell. For 10..20 seconds, target foe and all nearby foes take 8..20 damage whenever hit by a Spirit's attack.

Energy Cost: 15
Activation Time: 1 sec.
Recharge Time: 20 sec.



Signet of Spirits

Elite Signet. You gain 1..7 Energy for each Spirit in the area (maximum of 5..20 Energy).

Activation Time: 1 sec. Recharge Time: 20 sec.



Spirit Boon Strike

Spell. Target foe is struck for 10..100 lightning damage, and all Spirits near you gain 10..100 Health.

Energy Cost: 10 Activation Time: 2 sec. Recharge Time: 20 sec.



Spirit Burn

Spell. Target foe is struck for 5..50 lightning damage. If any Spirits are in the area around you, Spirit Burn deals +15..30 damage.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Spirit Rift

Spell. Open a Spirit Rift at target foe's location. After 3 seconds, all adjacent foes are struck for 20..115 lightning damage.

Energy Cost: 15 Activation Time: 2 sec. Recharge Time: 5 sec.



Spirit Siphon

Spell. Target spirit loses all Energy. You gain 15..30% of that Energy.

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 3 sec.



Splinter Weapon

Weapon Spell. For 15..60 seconds, target ally has a Splinter Weapon. Target ally's next successful attack deals 5..50 damage to all adjacent foes.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 10 sec.



Wailing Weapon

Weapon Spell. For 5..11 seconds, target ally has a Wailing Weapon. Whenever the Wailing Weapon strikes an attacking foe, that foe is interrupted.

Energy Cost: 10 Activation Time: 1 sec. Recharge Time: 30 sec.

NO ATTRIBUTE



Draw Spirit

Spell. Teleport target allied Spirit to your location.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 5 sec.



Soul Twisting

Elite Skill. Destroy target allied spirit. The next Binding Ritual you perform casts 66% faster and recharges instantly.

Energy Cost: 5 Activation Time: 1 sec. Recharge Time: 10 sec.



Those who follow the path of the Warrior have chosen a profession dedicated to up close and personal violence—and they're loving every minute of it. The Warrior is the classic hack-and-slash fantasy hero: tough, strong, and expertly wielding melee weapons on the battlefield (in other words, what many MMO gamers call "the tank.")

Warriors are masters of the axe, the sword, and the hammer, though most choose to focus on one weapon over the others. With their heavier armor, Warriors can soak up the abuse that other characters in the group can't handle, and give professions such as Rangers or Elementalists the distance needed to make use of ranged abilities. Many Warrior skills are powered by adrenaline, a special power pool generated as the Warrior fights, instead of Energy. This means the Warrior, already a profession with low maximum Energy, will still have plenty of skills to use even when Energy runs out.

A Warrior's Tactics skills are often defensive in nature and help the Warrior both protect and lead his troops. Strength is the Warrior's primary attribute; greater Strength lets the Warrior improve all Strength-based skills and more readily pierce an opponent's armor.

Because the Warrior is often at the forefront of battle, members of this profession will rarely experience a dull moment. Despite the ability to wear heavier protection, the propensity to enter close melee combat means it's not a bad idea to have a secondary discipline with expert healing abilities.

PLAYING THE WARRIOR

The Warrior, perhaps more than any other class, works quite well all by itself. Much like a playground bully, the tank-like and brutish fighter stands at the head of the class when it comes to getting bloody and

downright dirty. As a melee combatant, the Warrior can swing heavy-duty arms like axes and hammers, or opt for an agile blade in one hand and a shield in the other.

Though followers of this hardy lifestyle can rush into most any scrap and leave with head held high, it pays to have backup either in terms of a complementary secondary profession, by traveling with good company, or both.

WEAPONS OF CHOICE: SWORDS, AXES, AND HAMMERS

Warriors can choose from three weapons in which to specialize. Axes and hammers each have their own attraction, especially when burrowing deep into a foe's armor. Fighters with a high Swordsmanship attribute have the advantage of holding a shield in the other hand for boosted defense. The recommended point allocation is to specialize in one particular weapon mastery and complement it with Strength along with a secondary attribute.

WARRIOR ATTRIBUTES

Strength (Primary)

Strength, available only to Warrior primaries, increases the chance to pierce an opponent's armor. Strength is the basis of many skills that keep the Warrior alive and inflict greater damage on foes.

Swordsmanship

Swordsmanship increases basic sword damage as well as damage dealt by sword skills.

Axe Mastery

Improve Axe Mastery to increase basic axe damage and damage dealt by axe skills.

Hammer Mastery

Hammer Mastery increases basic hammer damage and damage dealt by hammer skills.

Tactics

Tactics increases the effectiveness of Shouts and Stances that give the Warrior and allies an advantage in battle.

WARRIOR BUILDS

Attributes

Axe Mastery: 16 (12+4) Healing Prayers: 6 (6) Strength: 13 (12+1)

Skills

- 1. Cleave
- 2. Executioner's Strike
- 3. Furious Axe
- 4. Sprint
- 5. "For Great Justice!"
- 6. Purge Conditions
- 7. Mending
- 8. Rebirth

The Warrior/Monk combo is probably the best introductory character a player can build. That's not to say that this oft-used creation is only suited to newbies—on the contrary, this fighter/healer is as well-balanced as it is powerful. Using a mix of special axe attacks and recuperation spells, this PvE build is a great example of how pairing complementary professions with matching skills can pay off.

Combat tips:

- Hack away at your enemy's Health and build up adrenaline, then belt out "For Great Justice!"
- Unload Cleave, Executioner's Strike, and Furious Axe on said target.
- Cast Mending to heal an ally when necessary.

Warrior/Elementalist— PVP Random Arena

Attributes

Earth Magic: 10 (10)

Hammer Mastery: 16 (12+4)

> Gash > Final Thrust.

Skills

- 1. Devastating Hammer
- 2. Mighty Blow
- 3. Heavy Blow
- 4. Auspicious Blow
- 5. Irresistible Blow
- 6. Sprint
- 7. Aftershock
- 8. Resurrection Signet

Warriors, by nature, are fearsome When paired with the opponents. over the Elementalist's command elements the results are truly frightening. This build doesn't rely much on secondary skills, except for the Earth Magic powered Aftershock. But as you'll see from the suggested combat tips, this build has the capacity to knock enemies flat before finishing them off for good.

Combat tips:

- Hammer targets to fill up your Adrenaline.
- After you juice up, unleash the following combo: Devastating Hammer > Mighty Blow > Heavy Blow > Aftershock. The results are awesome.
- Should your foe block your attacks, cast Irresistible Blow.

WARRIOR/RITUALIST—PVP TEAM

Attributes

Restoration: $\sqrt[7]{(7)}$ Strength: 9(8+1)

Swordsmanship: 16 (12+4)

Tactics: 9 (8+1)

Skills

- 1. Hamstring
- 2. Distracting Blow
- 3. Sever Artery
- 4. Gash
- 5. Final Thrust
- 6. "Charge!"

- 7. Healing Signet
- 8. Flesh of My Flesh

Pairing the Ritualist's powers over the unnatural with the brute force of the Warrior seems like a recipe for destruction, but in this particular case only one skill from the secondary profession, Flesh of My Flesh, is used. Rather than pull spirits from the Great Beyond to fight alongside you, this skill is reserved for reviving fallen teammates. The remainder of your slots is for pure Warrior attacks, plain and simple. Catch your prey, slice them open, and hack 'em to pieces.

Combat tips:

 Slow your fleeing prey down with the Hamstring attack.



SECTION 3: PROFESSIONS AND SKILLS

COMPLETE SKILLS LIST: WARRIOR

STRENGTH



"You Will Die!"

Shout. If target foe is below 20% Health, you gain 1..5 strikes of adrenaline.

Energy Cost: 5 Recharge Time: 20 sec.



Battle Rage (Core Skill)

Elite Stance. For 5..20 seconds, you move 25% faster and gain double adrenaline from attacks. Battle Rage ends if you use any non-attack skills. When Battle Rage ends, you lose all adrenaline.

Adrenaline Cost: 4 Hits



Berserker Stance (Core Skill)

Stance. For 5, 11 seconds, you attack 33% faster and gain 20% more adrenaline each time you hit in melee. Berserker

Stance ends if you use a skill.

Energy Cost: 5 Recharge Time: 30 sec.



Bull's Strike (Core Skill)

Attack. If this attack hits a moving fee, you strike for +5..30 damage, and your target is knocked down.

Energy Cost: 5 Recharge Time: 8 sec.



Endure Pain (Core Skill)

Skill, For 7..18 seconds you have an additional 90..300 Health.

Energy Cost: 5 Recharge Time: 30 sec.



Leviathan's Sweep

Attack. If this attack hits, you strike for +1..10 damage. If this attack is "evaded," your target is knocked down and suffers

10.34 damage.

Energy Cost: 5 Recharge Time: 5 sec.



Power Attack (Core Skill)

Attack. If this attack hits, you strike for +10..30 damage.

Energy Cost: 5 Recharge Time: 4 sec.



Primal Rage

Elite Stance. For 10 seconds, all of your attacks have an additional 10..55% chance of being critical hits and have 20%

armor penetration. Primal Rage disables all skills for 10 seconds.

Energy Cost: 5 Recharge Time: 15 sec.



Shield Bash (Core Skill)

Skill. For 5..11 seconds, while wielding a shield, the next attack skill used against you is "blocked." If it was a melee skill, your attacker is knocked down and that skill is disabled for an additional 15 seconds.

Energy Cost: 5 Recharge Time: 20 sec.



Signet of Strength

Signet. Your next 1..16 attacks deal +5 damage.

Activation Time: 1 sec. Recharge Time: 45 sec.



Sprint (Core Skill) Stance. For 8..14 seconds, you move 25% faster.

Energy Cost: 5 Recharge Time: 20 sec.



Tiger Stance

Stance. For 4..10 seconds, you attack 33% faster. Tiger Stance ends if any of your attacks fail to hit.

Energy Cost: 5 Recharge Time: 20 sec.



Warrior's Cunning (Core Skill) Skill. For 5..11 seconds, your melee attacks cannot be "blocked" or "evaded."

Energy Cost: 10 Recharge Time: 60 sec.

SWORDSMANSHIP



Dragon Slash

Elite Attack. If Dragon Slash hits, you strike for +10..30 damage and gain 1..4 strikes of adrenaline.

Adrenaline Cost: 10 Hits



Final Thrust (Core Skill) Attack. Lose all adrenaline. If Final Thrust hits, you deal 1..40 more damage. This damage is doubled if your target was below 50% Health.

Adrenaline Cost: 10 Hits



Gash (Core Skill) Attack. If this attack hits a Bleeding foe, you strike for 5..10 more damage and that foe suffers a Deep Wound, lowering that foe's maximum Health by 20% for 5..20 seconds.

Adrenaline Cost: 7 Hits



Hamstring (Core Skill) Attack. If this attack hits, your target is Crippled for 3..15 seconds, slowing his movement.

Energy Cost: 10 Recharge Time: 15 sec.



Hundred Blades (Core Skill) Elite Attack. Swing twice at target foe and foes adjacent to your target.

Energy Cost: 5 Recharge Time: 8 sec.



Jaizhenju Strike

Attack. If Jaizhenju Strike hits, you strike for +1..30 damage. If you are not using a Stance, Jaizhenju Strike cannot be "blocked" or "evaded."

Energy Cost: 5 Recharge Time: 8 sec.



Quivering Blade

Elite Attack. If Quivering Blade hits, you strike for +10..40 damage. If it is "blocked," Quivering Blade is disabled for 4 seconds and you are Dazed for 5 seconds.

Adrenaline Cost: 4 Hits



Savage Slash (Core Skill)

Attack. If this attack hits, it interrupts the target foe's action. If that action was a Spell, you deal 1..40 extra damage.

Energy Cost: 5 Recharge Time: 10 sec.



Seeking Blade (Core Skill)

Attack. If this attack hits you strike for +1..20 damage. If Seeking Blade is "evaded," your target begins Bleeding and takes 1..20 damage. Seeking Blade cannot be "blocked."

Energy Cost: 5 Recharge Time: 4 sec.



Sever Artery (Core Skill)

Attack. If this attack hits, the opponent begins Bleeding for 5..25 seconds, losing Health over time.

Adrenaline Cost: 4 Hits



Silverwing Slash

Attack. This attack strikes for +1..40 damage if it hits.

Adrenatine Cost: 8 Hits



Standing Slash

Attack. If it hits, Standing Slash deals +5..20 damage, plus an additional 5..20 damage if you are in a Stance.

Adrenaline Cost: 7 Hits



Sun and Moon Slash

Attack. Attack target foe twice. The first attack cannot be "blocked." The second cannot be "evaded."

Adrenaline Cost: 8 Hits

AXE MASTERY



Axe Rake (Core Skill)

Attack. If this attack hits a foe suffering from a Deep Wound, you strike for +1..10 damage, and that foe becomes Crippled for 15 seconds.

Adrenaline Cost: 7 Hits



Cleave (Core Skill)

Elite Attack. If this attack hits, you strike for +10..30 damage.

Adrenaline Cost: 4 Hits



Cyclone Axe (Core Skill)

Attack. Perform a spinning axe attack striking for +4..12 damage to all adjacent opponents.

Energy Cost: 5 Recharge Time: 4 sec.



Dismember (Core Skill)

Attack. If it hits, this axe blow will inflict a Deep Wound on the target foe, lowering that foe's maximum Health by 20% for 5..20 seconds.

Arenaline Cost: 7 Hits



Disrupting Chop (Core Skill)

Attack. If it hits, this attack interrupts the target's current action. If that action was a skill, that skill is disabled for an additional 20 seconds.

Adrenaline Cost: 6 Hits



Executioner's Strike (Core Skill)

Attack. If this attack hits, you strike for +10..40 damage.

Adrenaline Cost: 8 Hits



Furious Axe

Attack. If Furious Axe hits, you strike for +5..35 damage. If it is "blocked" or "evaded," you gain 2 strikes worth of adrenaline.

Adrenaline Cost: 9 Hits



Lacerating Chop

Attack. If Lacerating Chop hits, you deal +5..20 damage. If it strikes a knocked down foe, your target suffers from Bleeding for

5..20 seconds.

Adrenaline Cost: 7 Hits



Penetrating Chop

Attack. If this attack hits, you strike for +5..20 damage. This axe attack has 20% armor penetration.

Adrenaline Cost: 5 Hits



Swift Chop (Core Skill)

Attack. If this attack hits, you strike for +1...20 damage. If Swift Chop is "blocked," your target suffers a Deep Wound for 20 seconds and takes an additional 1...20 damage. Swift Chop cannot be "evaded."

Energy Cost: 5 Recharge Time: 4 sec.



Triple Chop

Elite Attack. Attack target foe and adjacent foes. Each attack that hits deals +10..40 damage.

Energy Cost: 5 Recharge Time: 10 sec.



Whirling Axe

Elite Attack. If Whirling Axe hits, you strike for +5..20 damage. If it is "blocked," Whirling Axe is disabled for 15 seconds.

Adrenaline Cost: 2 Hits

HAMMER MASTERY



Auspicious Blow

Attack. If Auspicious Blow hits, you strike for +5...20 damage. If it hits a foe suffering from Weakness, you gain 5..15 Energy.

Adrenaline Cost: 8 Hits



Counter Blow (Core Skill)

Attack. If this attack hits an attacking foe, that foe is knocked down.

Adrenaline Cost: 4 Hits



Devastating Hammer (Core Skill)

Elite Attack. If Devastating Hammer hits, your target is knocked down and suffers from Weakness for 5..20 seconds.

Adrenaline Cost: 7 Hits



Enraged Smash

Elite Attack. If it hits, Enraged Smash deals +1..14 damage (maximum bonus 50) for each fully charged adrenal

attack you have.

Adrenaline Cost: 2 Hits



Fierce Blow

Attack. If Fierce Blow strikes a foe suffering from Weakness, you deal +1..31 damage. Otherwise, you deal +5..20

damage if it hits

Adrenaline Cost: 6 Hits



Forceful Blow

Elite Attack. If Forceful Blow hits, you strike for +10..40 damage and your target is Weakend for 5..20 seconds. If it is "evaded," Forceful Blow you are knocked down.

Adrenaline Cost: 5 Hits



Hammer Bash (Core Skill)

Attack. Lose all adrenaline. If Hammer Bash hits, your target is knocked down.

Adrenaline Cost: 6 Hits



Heavy Blow (Core Skill)

Attack. Lose all adrenaline. If this attack hits a foe suffering from Weakness, that foe is knocked down and you

strike for +1:.30 damage.

Adrenaline Cost: 6 Hits



Irresistible Blow (Core Skill)

Attack. If this attack hits, you strike for +1..30 damage. If Irresistible Blow is "blocked," your target is knocked down and takes 1..30 damage. Irresistible Blow cannot be "evaded."





Mighty Blow (Core Skill)

Attack. If this attack hits, you strike for +1, 30 damage.

Adrenaline Cost: 7 Hits



Renewing Smash

Attack. If it hits, Renewing Smash deals +5..20 damage, and all of your Warrior Stances are recharged.

Energy Cost: 10 Recharge Time: 20 sec.



Staggering Blow (Core Skill)

Attack. If this hammer blow hits, your target will suffer from Weakness for 5..15 seconds.

Adrenaline Cost: 6 Hits



Yeti Smash

Attack. If Yeti Smash hits, target foe is struck for +5..20 damage and all adjacent foes take 10..35 damage.

Adrenaline Cost: 7 Hits

TACTICS



"Charge!" (Core Skill)

Elite Shout. For 5..11 seconds, all allies in the area move 25% faster.

Energy Cost: 5 Recharge Time: 20 sec.



"None Shall Pass!"

Shout. All nearby foes that are moving are knocked down.

Energy Cost: 5 Recharge Time: 30 sec.



"Retreat!"

Shout. If there are any dead allies in the area, your party moves 33% faster for 5..11 seconds.

Energy Cost: 5 Recharge Time: 20 sec.



"Shields Up!" (Core Skill) Shout. For 8..20 seconds, you and all allies in the area gain 50 armor against piercing damage and 50% chance to block incoming projectile attacks.

Energy Cost: 10 Recharge Time: 30 sec.



"Watch Yourself!" (Core Skill) Shout. Party members near you gain +20 armor For 5..11 seconds.

Adrenaline Cost: 4 Hits



Auspicious Parry

Elite Stance. For 5..11 seconds, the next attack against you is Blocked and you gain 1..5 strikes of Adrenaline.

Adrenaline Cost: 1 Hit Recharge Time: 1 sec.



Balanced Stance (Core Skill) Stance. For 8..20 seconds, you cannot be knocked down and you do not suffer extra damage from a critical attack.

Energy Cost: 5 Recharge Time: 30 sec.



Defensive Stance (Core Skill) Stance. For 5..20 seconds, you have +24 armor and you have a 75% chance to "evade" melee attacks and arrows. Defensive Stance ends if you use a skill.

Energy Cost: 5 Recharge Time: 45 sec.



Drunken Blow

Attack. If this attack hits, you strike for +10..40 damage, and your target suffers from one of the following Conditions: Deep Wound (for 20 seconds), Weakness (for 20 seconds), Bleeding (for 25 seconds), or Crippled (for 15 seconds). After making a Drunken Blow, you are knocked down.

Energy Cost: 5 Recharge Time: 7 sec.



Healing Signet (Core Skill)

Signet. You gain 40..152 Health. You have -40 armor while using this skill.

Activation Time: 2 sec. Recharge Time: 4 sec.



Protector's Stance

Stance. For 5..11 seconds, adjacent allies have a 75% chance to block incoming attacks. Protector's Stance ends if

you move.

Energy Cost: 5 Recharge Time: 45 sec.



Shove

Elite Skill, Lose all Adrenaline. All of your other non-attack skills are disabled for 10..5 seconds. Target touched foe is

knocked down and takes 15..75 damage.

Energy Cost: 5 Activation Time: 0.75 sec. Recharge Time: 15 sec.



Thrill of Victory (Core Skill)

Attack. If this blow hits, and you have more Health than target foe you strike for +10..40 damage.

Energy Cost: 5 Recharge Time: 8 sec.

NO ATTRIBUTE



"Coward!"

Elite Shout. If target foe is fleeing, that foe is knocked down.

Adrenaline Cost: 6 Hits



"For Great Justice!" (Core Skill)

Shout. For 20 seconds, your adrenal skills charge 50% faster.

Energy Cost: 10 Recharge Time: 45 sec.



Distracting Blow (Core Skill)

Attack. Swipe your weapon at the target, dealing no damage but disrupting the target's current action (and the actions of foes adjacent to your target).

Energy Cost: 5 Activation Time: 0.25 sec. Recharge Time: 10 sec.



Frenzy (Core Skill)

Stance. For 8 seconds, you attack 33% faster but take double damage.

Energy Cost: 5 Recharge Time: 4 sec.



Wild Blow (Core Skill)

Attack. Lose all adrenaline. If it hits, this attack will result in a critical hit and any Stance being used by your target ends. This attack cannot be "blocked" or "evaded."

Energy Cost: 5 Recharge Time: 5 sec.



SECTION 4: MISSIONS

Guild Wars Factions provides many ways for your character to gain experience, treasure, and levels. You might choose to just head out into the countryside and start slaying monsters left and right, and if that's your style, more power to you-but don't expect to keep up with your friends or see the full scope of the continent of Cantha unless you start hitting missions and quests. Missionsincluding high-level challenge and elite missions—are described in this section, while non-primary quests are included in the following section. Definitions of each, along with a few other terms, are included here.

WHAT'S A MISSION?

Though they are similar in many respects missions and quests both set a goal or series of goals for your character to accomplish—there are a few key differences. Missions are how you progress through the rich storyline of Factions, and include detailed cinematic scenes starring the heroic party leader along with the rest of the group, who interact with major storyline NPCs.

Missions are launched from mission outposts locations marked on your travel map with a shield icon. When you enter a mission outpost, you will be able to see the professions and levels of all other player characters displayed over their heads, which helps in party formation. You will also see a button labeled "Enter Mission" at the bottom of your Party Menu. You can enter a mission alone, but it's not very advisable-missions are designed to be tackled by a group. You might be able to get away with a smaller group (or even solo play) in a quest, but for missions you should at the very least have a full slate of henchmen ready to join you, or better yet, a full slate of fellow player characters to form a well-rounded team.

Missions are significantly longer than quests, and while you're engaged in one you won't have the benefit of resurrection shrines. If your character expires in the heat of battle, you'll need another player (or henchman healer) to bring you back to life; otherwise you'll fail the mission and be forced to start over. The good news is: you can replay them as often as you like. Doing so will net your hero more loot and additional XP for slaying monsters (though you'll only receive the mission success XP the first time around), and will allow you to strive for higher medals.

Three missions in particular have the addition of unique bundle items that you must use in order to get the upper hand on the enemy. The Urn of Saint Viktor and the Spear of Archemorus show up in missions 6-8. Information and strategy for both critical items appear in their respective mission write-ups.

Note that the generic term "mission" as used here refers to storyline missions that chronologically unfold over the course of the game. These missions are numbered in order. Challenge missions and elite missions, which are replayable challenges for high-level gameplay, are discussed later in this section.

COMPETITION VS. COOPERATION

Missions can be competitive or cooperative. Competitive missions (such as The Jade Quarry) force you to choose a faction to join (in this case, Kurzick or Luxon) and compete directly against another player team fighting for the opposite faction. Most missions are cooperative, and pit your party against computer-controlled enemies.

Unlike quests, you will find that missions do not usually include a helpful map marker to guide you to your next goal, though your objectives will be clearly laid out in your Quest Log. In a mission, your team must find its own way through the dangers ahead.

EARNING SWORDS

When you have completed a mission in *Guild Wars Factions*, you are awarded a rank based on your performance and the time in which you were able to complete the mission objectives. Whether you earn a gold, silver, or bronze medal, you will still be able to continue to the next town—

but you may be able to gain more benefits if you play through the mission more than once to ensure you get the highest medal ranking possible. The overall rule for earning medals is simple—the faster you finish a mission, the higher medal you will win. As you advance through the story you'll notice the difficulty will increase, therefore the preset tier times will vary from mission to mission.

WHAT'S A QUEST?

Quests are smaller, more focused tasks that you perform at the behest of an NPC. Unlike story-driven missions, these ancillary adventures provide you with myriad reasons to explore the world of Cantha, meet new and interesting monsters, and kill them for reward (among other tasks). Quests give you the opportunity to experience the rich personalities that populate the continent, and even learn a little Canthan lore along the way.

Sure, you could forego these bite-sized adventures in favor of the generic experience grind, but you'd miss out on XP rewards, gold, hard-to-find weapons, and even new skills that flesh out your character's abilities. Unless you're pressed for time, you should complete as many quests as you can. Not only will you get more enjoyment out of *Guild Wars Factions*; you'll strengthen your hero in the process. For details on normal quests, see Section 5: Quests. Primary quests are included in the mission section, since they are integral for getting from one mission to the next.

PRIMARY QUESTS

Some quests are designed to take your character from one mission to the next. These are referred to as "primary quests." Primary quests link together the missions that form the backbone of the Guild Wars Factions storyline. Unlike regular quests, you are required to complete primary quests to advance the story. They are presented to you in the order you receive them, and often are chained together in sequence, though some are dependent on which faction you are aligned with. Primary quest objectives are clear and

concise, so we've listed them in this guide for your benefit.

FORM A GROUP

There are two distinct ways for you to recruit members when tackling a mission, and they both take place while you're in a town. If you're the outgoing type, you can announce the upcoming mission via the All Chat function (hit the ! key, or Shift-1, to open the shortcut). For instance, if your character is a level 5 Warrior/Monk who is about to tackle Mission 1, you can announce your open recruitment thus-"Lvl 5 WMo LFG M1"—and then wait for replies. It's always a good idea to have a dedicated healer join your party, even for easier missions.

Each mission will have its own maximum player load, so choose your party wisely. When you find a willing recruit, left-click on the desired player and then select the green + symbol in the Party Formation window. Repeat this process until you're satisfied with your roster; then press the "Enter Mission" button in the upper right to begin.

HENCHMEN

Henchmen are plentiful in Cantha, and can usually be found standing ready for hire in towns, outposts, and (should you have access to one) Guild Halls. These potential computer-controlled (but playerguided) party members are ready to jump into the fray in exchange for a share of the spoils. You can ask them to round out your party whether you're about to tackle a mission, attempt a quest, or just explore the virgin countryside in search of gold and rare items.

You can identify henchmen quite easily. Simply hover the cursor over a character; if you see the word [Henchman] in brackets after an NPC's name, he or she can be drafted into your small army. These mercenaries will take a cut of XP earned by defeating monsters and take their share of the loot like any other players, but you'll still get the full amount of the experience points awarded for completing a mission or quest. Similarly, any gold you acquire while adventuring with a group of henchmen will be divvied up.

Attempting missions with henchmen can yield a variety of results. Provided you've selected a proper balance of character builds, you may emerge victorious from a conflict with nary a scratch. Alternately, you might find that your henchman Warrior has gone "aggro-happy" and attracted too much heat for your small party to handle. It goes without saying that you're better off rounding out your group with experienced humans, but if none are available then henchmen are the next best things.

TEAM ETIQUETTE

It pays to have a well-balanced group when attempting a mission. As stated previously, consult the mission guidelines when building your party and make sure each player comes

equipped with complementary skills. The more resurrection skills your group brings into combat, the better, as you never know who will be first to take the big dirt nap. You should try to establish each player's role before jumping into the fray (i.e., who will kite the strongest opponents, who will aggro the enemy healer, and so on) and then stick to the plan.

Remember that combat is dynamic, so things will likely go awry. Just keep a cool head and adapt to the situation. If the action gets too heavy, retreat and get your bearings. Many enemies have a specified zone which they'll patrol, so if you can run faster than they can you'll eventually shake them off the trail. Teamwork is essential for victory, so communicate clearly and respectfully with your fellow teammates-and above all, have fun!



MISSION 0: ORIENTATION, PART 1

DESCRIPTION

There are sixteen total storyline missions in *Guild Wars Factions*. Of these, one—Mission 0, the tutorial mission—is optional, while the rest detail the rich storyline of the game and let you take part in the dramatic battle against Shiro's forces.

Two hundred years since Shiro Tagachi betrayed the Emperor and unleashed the Jade Wind, you (the player) arrive at Shing Jea Monastery to begin your training under Master Togo and his stable of headmasters. You meet several other students (Yijo Tahn, Mai, Kisai, Taya, and Lukas) along the way. Togo informs the students that those who feel they are experienced—in other words, veteran players—may follow him to the Monastery and gain entrance by speaking to Ludo. But if you wish to learn or brush up on your basics, you should stay and speak to Instructor Ng.

Note that the tutorial is optional. During this mission, Instructor Ng will grant each player new skills and equipment. If you choose to skip the tutorial, you will still receive these skills and equipment when you speak to Ludo.

OBJECTIVES

- Gain entrance to Shing Jea Monastery.
- Speak to Instructor Ng to attend orientation, or speak to Ludo to skip orientation.
- · Follow Instructor Ng's directions.

KEY NPCS

Instructor Ng

Instructor Ng is the master of the training Dojo at the monastery. He is responsible for overseeing any training that takes place here. He is very patient and eventempered, with an encouraging and jovial way of speaking. Instructor Ng guides the player through the orientation process.

Master Togo

Master Togo is the head of Shing Jea Monastery. The wise Ritualist with a mysterious connection to Emperor Kisu is your guide through much of the storyline in *Guild Wars Factions*.

Ludo

Ludo is the gatekeeper of the training area and welcomes new students to the Monastery. He is a large, hairy, amiable fellow who is perhaps a little slow in terms of thought and speech, but has a big heart. To skip the tutorial, amble up the hill and over the bridge and speak to Ludo; he'll open the gates of Shing Jea for you.

ENEMIES

Mantid Hatchling

Mantids are Targe insects that live in the dark corners of the rural countryside surrounding Shing Jea Monastery.

IN-MISSION QUEST

Mantid Hatchlings

Instructor Ng wishes you to kill 9 Mantid Hatchlings. The quest is earned when 9 hatchlings have been defeated.

NEW SKILLS EARNED

See Section 3 for complete skill descriptions.

Warrior

Healing Signet Power Attack

Necromancer

Deathly Swarm Vampiric Gaze

Monk

Orison of Healing Bane Signet

Mesmer

Ether Feast Clumsiness



Assassin

Shadow Refuge Unsuspecting Strike

Ritualist

Weapon of Warding Pain

Ranger

Power Shot Troll Unguent

Elementalist

Aura of Restoration Flare

TIPS AND STRATEGIES

There isn't much to completing the introductory mission. Simply pay attention to Instructor Ng's teachings and bag yourself a whole bunch of Mantid Hatchlings. For reference, the training mission covers the following topics:

- User interface (UI).
- Character movement and basic attack skills.
- Speaking to NPCs and how to recognize quest-givers.

- Dying, the death penalty, and resurrection shrines.
- Leveling, attribute points, and skill points.

At the mission's conclusion you can roam the area, or cross the bridge to reach Ludo.

MISSION 0: ORIENTATION, PART 2

DESCRIPTION

It is time for you to experiment with secondary professions, so seek out and converse with the headmasters of the remaining studies. Ludo will direct you to speak with the headmaster of your primary profession so you can continue your preliminary training. Bear in mind that whatever your primary profession, your headmaster will be unavailable for secondary training.

- Headmaster Lee Assassin
- Headmaster Vhang Elementalist
- Headmaster Kaa Mesmer
- Headmaster Amara Monk
- Headmaster Kuju Necromancer
- Headmaster Greico Ranger

- Headmaster Quin Ritualist
- Headmaster Zhan Warrior

When you're ready to experiment with a secondary profession, you should consult the other teachers, take on one or more of their quests to earn XP, and familiarize yourself with each pursuit before rounding out your character. You may complete one or all of each headmaster's quests before making the final decision.

PRIMARY QUEST: A FORMAL INTRODUCTION

After you've chosen a secondary profession, meet Master Togo in the Linnok Courtyard of Shing Jea monastery (at the top of the huge stone staircase). He'll invite you on a quest to meet the Canthan Minister.

- Accept the quest and meet him in Sunqua Vale just outside the monastery gates.
- Accompany Master Togo to Minister Cho's Estate.
- Speak with Guardsman Zui to gain access and collect your reward.



MISSION 1: MINISTER CHO'S ESTATE

DESCRIPTION

Master Togo leads you and your party to the gates of Minister Cho's Estate, where trouble is brewing. The Minister's Estate is the second building erected on Shing Jea Island, and is the traditional residence of Cantha's Minister of Cultural Affairs (Minister Cho's menagerie of exotic animals is considered to be one of the finest such collections in the world). The heroes are horrified to discover that the Affliction, a plague of unknown origin, has infected many estate guards and exotic animals in the minister's private zoo. Master Togo guides you and your party through various parts of the estate in an attempt to reach the Minister before he, too, becomes Afflicted. Along the way you learn the finer details of group coordination, calling targets, using the mini-map, avoiding patrols, pulling monsters, and harnessing morale boosts.

OBJECTIVES

- Follow Master Togo into Minister Cho's estate.
- Find Minister Cho.
- Defeat the Afflicted minister.



KEY NPCS

Master Togo

The head of Shing Jea Monastery has learned troubling news about Minister Cho's Estate, and feels the challenge will offer an excellent opportunity for his students to learn.

Minister Cho

The Canthan Minister of Cultural Affairs is also a noted animal enthusiast.

ENEMIES

Corrupted Guards

Innocent guards have been Afflicted, transforming them into hideous monsters.

Corrupted Animals

Minister Cho's menagerie has also been struck by the bizarre plague. Among them are creatures that were once moas, stalkers, bears, lynxes, and wolves.

TIPS AND STRATEGIES

As you progress through the mission, Master Togo calls out gameplay strategies—listen to his pearls of wisdom, as they will prove immediately useful in felling your adversaries. You'll face ever-increasing clusters of resistance leading up to the final showdown against Minister Cho (who by now is raging with a full-blown case of the Affliction). It is imperative that Master Togo survive, so come to his aid should a cluster of opponents gang up on him.

Avoid charging headlong into the fray if you can help it. You'll be easily overpowered by guards and diseased animals, so the soundest strategy is to lure one or more foes toward your party; divide and conquer is the name of the game here. Remember to focus your attacks on stronger enemies (especially those with the ability to heaf or summon Spirits) to eliminate them as quickly as possible.

Despite your effort to reach him in time, it is too late for the minister. He cannot be saved. The showdown against his diseased form shouldn't pose much of a threat to you and your party. Cast any



buffs after the initial cinematic plays, and concentrate your firepower on the hideous beast. Watch out for summoned Spirits.

PRIMARY QUESTS: WARNING THE TENGU

Ang the Ephemeral wants you to go speak to Soar Honorclaw and warn her of the threat posed by the plague. When you arrive and speak to Soar she informs you that some sort of strange creature has indeed been sighted and that Talon Silverwing was called in to help the village. She instructs you to travel with Talon to where the plague creature was sighted and dispose of it. Talon will follow the party and fight at your side. Once the plague creature has been killed you must return to Soar to complete the quest. When the quest is complete Talon will stop following you.

- Travel to Aerie, the Angchu Tengu village.
- · Speak to Soar Honorclaw.
- Destroy the Afflicted creature.
- Speak to Soar Honorclaw to claim your reward.

THE THREAT GROWS

Soar Honorclaw has received word from Ang the Ephemeral that Master Togo has sensed a threat to the students visiting the human village in Panjiang Peninsula. He wants you to go there and make certain they are safe. When you arrive, you find the village besieged by plague creatures and you must help drive them off. Defending the village are several students, as well as Sister Tai. When the last of the plague creatures has been destroyed, you are prompted to speak to Sister Tai to complete the quest.

- Travel to Port Kaitan on the Panjiang Peninsula.
- Destroy the plague creatures attacking Port Kaitan.
- Speak with Sister Tai to end the quest.

JOURNEY TO THE MASTER

Sister Tai informs you that Master Togo requests your presence at the Monastery. He will be waiting in Linnok Courtyard for your arrival.

 Meet Master Togo in the Linnok Courtyard.

THE ROAD LESS TRAVELED

Per Master Togo's wishes, you must escort Brother Pe Wan to Seitung Harbor via a secret passage in Linnok Courtyard and down a hidden mountain path.

- · Speak with Guard Tsukaro.
- · Meet Brother Pe Wan.
- Escort Brother Pe Wan to Seitung Harbor.
- Speak with Brother Pe Wan once you reach your destination.

LOOKING FOR TROUBLE

Brother Pe Wan informs you that Zho, Lo Sha, Panaku, and Talon Silverwing are investigating an old monastery at Jaya Bluffs in search of information regarding the source of the plague. As you near the monastery, you encounter the four instructors, who are preparing an assault against scores of resident Afflicted. It is your task to aid them in their mission and destroy the infected creatures.

 Find Zho, Talon Silverwing, Panaku, and Lo Sha in Jaya Bluffs.

- Destroy the Afflicted that have overrun the monastery.
- Speak to Zho following your victory.

TO THE RESCUE

Su, Sister Tai, Kai Ying, and Professor Gai are checking on a human village at Haiju Lagoon, where Master Togo awaits your presence. You arrive to find your allies staving off incoming waves of the Afflicted. Join your comrades and destroy the diseased attackers, then finish the mission by speaking with Su.

- Find Su, Sister Tai, Kai Ying, and Professor Gai in Haiju Lagoon.
- Defend Linkei Township from the Afflicted.
- · Speak to Su in Haiju Lagoon.

TO ZEN DAIJUN

Su requests you accompany her and the others to meet Master Togo at Zen Daijun. After you accept the quest, Su, Sister Tai, Kai Ying, and Professor Gai follow you to the destination.

- Travel with Su, Professor Gai, Sister Tai, and Kai Ying to the gates of Zen Daijun.
- Speak with Master Togo.



MISSION 2: ZEN DAIJUN

DESCRIPTION

Players must journey with Togo through Zen Daijun, encountering Afflicted creatures and pestilent regions shrouded in a foul miasma, on a search for Yijo Tahn. Yijo was last seen entering the sacred valley at Master Togo's request, and has not been heard from since. The heroes will encounter shrines dedicated to the Zunraa, the holy guardian of the valley. At this shrine some players may stop to pray, ringing a bell which summons Zunraa to cure any harmful Conditions. The mission ends when the heroes manage to defeat three Afflicted bosses of increasing strength and power.

OBJECTIVES

- Find the source of the plague.
- Kill the Afflicted bosses.

KEY NPCS

Master Togo

Master Togo was the one who sent Yijo Tahn to Zen Daijun, and will not rest until he finds out what has happened to his missing student.

Zunraa

Zunraa is a magical Ki-Rin (an animallike NPC Monk) who can remove harmful conditions from players. Like most Ki-Rin, Zunraa is not defenseless.

ENEMIES

The Afflicted

No one can tell what these creatures once were—the plague has turned them into deadly living nightmares.

Afflicted Bosses

Three of the Afflicted are more powerful than the others, and will present a true challenge for Master Togo and the heroes.

TIPS AND STRATEGIES

You pass through some purplish, foggy miasma areas infected with the Affliction on your way to confront the bosses. Ranged attacks work well in Zen Daijun; you want to lure your foes to your position rather than confront them on their own turf. Avoid passing through diseased patches if you can, but when you have no choice but to trudge through a noxious cloud, stop and rest on the other side to shake the poison's effect before you trudge onward to your next encounter, or simply cast a spell (such as Extinguish) to remove it.

You can summon the Spirit of Zunraa to aid you in combat. Simply click on one of the several shrines to add the Spirit to your party. If Zunraa is cut down in battle, you can summon him again at the next shrine. Eliminate enemy healers before taking on other targets.





The final showdown takes place on the far side of a bridge, where the three Afflicted bosses anticipate your arrival while bathing in a noxious cloud. Your party should keep an eye on the Health of any members who rush ahead to meet the bosses on their own turf.

PRIMARY QUESTS: WELCOME TO CANTHA

Brother Mhenlo requests your company on his journey to find Master Togo (note that this primary quest is only for players traveling from Tyria—the world of the original *Prophecies* campaign—and that the following two quests are for players continuing the *Factions* campaign). Along the way, you encounter a pair of twins and learn more about the mysterious plague.

- Speak with Brother Mhenlo in Bukdek Byway.
- Travel with Brother Mhenlo to find his old teacher, Master Togo.
- Speak with Guardsman Chow.

A MASTER'S BURDEN

Mei Ling informs you that Master Togo has journeyed overseas to further investigate the plague. He requests that you shuttle by ferry to the mainland and join him, though you should finish your remaining business in the area before journeying forth.

Once you reach the Kaineng Docks on mainland Cantha you must speak with a Headmaster Greico, who informs you that Master Togo wishes you to accompany him to the market to find Yijo's mother and inform her of her son's demise.

- Take the ferry to the mainland.
 Speak with Headmaster Greico on the Kaineng Docks.
- Find Master Togo and speak with him.
- Find Yijo's mother, Jia, and inform her of her son's death.
- Return to Headmaster Greico.

SEARCHING FOR THE PLAGUE

Headmaster Greico informs you that Master Togo has left for the palace to check with his sources there. While you wait for his return, you are to check in with the other students investigating the plague. Speak with each of the students in Wajjun Bazaar as you encounter them on your way to meet Lukas. He tells you of Jinzo's emotional breakdown, which stemmed from witnessing the plague's destruction. As a result, Jinzo entered the sewers in search of answers. It's your job to track him down.

When you reach Jinzo, Master Togo will have already found him. He collapses from the weight of the emotional burden with Togo at his side, and you are instructed to head to the gate to speak with Guardsman Pei, who opens it for you.

- Speak with Kisai at Wajjun Bazaar.
- Find and speak with Mai.
- Locate and chat with Aeson.
- · Talk to Yuun.
- Find and speak with Lukas.
- Descend into the sewers and locate Jinzo and Master Togo.
- Talk to Guardsman Pei.

MISSION 3: VIZUNAH SQUARE

DESCRIPTION

This mission brings together two groups. If the hero is with Master Togo, he will begin in mid-ambush and be forced to hold off attacks from vicious Afflicted gangsters while waiting for Mhenlo to arrive. The party from Tyria, on the other hand, must make their way over the rooftops to meet up with Togo's group. Once the two parties are united, they must join forces to hold off an even stronger wave of plague-ridden attackers.

No sooner are the enemy beaten and the two groups introduced but a new threat arises—a threat that Togo can see is centered on an antique bookstore owned by an old friend of his. He leads the united heroes to a sewer beneath the bookstore, where they find the biggest and most monstrous Afflicted creature yet—a Construct apparently animated by the long-dead Shiro Tagachi. Are the heroes ready for a challenge of such magnitude?





OBJECTIVES

- Locate the source of the plague in Kaineng City.
- Hold out until Mhenlo's party arrives (Cantha) OR Find Togo in Courthouse Square (Tyria).
- Travel with Mhenlo and Togo in search of the plague's source.
- Defeat Shiro's Construct.

KEY NPCS

Master Togo

Master Togo has summoned his former student Mhenlo of Serenity Temple to help solve the mystery of the Affliction plague.

Brother Mhenlo

A young, charismatic monk from the northern continent of Tyria, he has wasted no time answering Master Togo's summons. Mhenlo studied at Shing Jea Monastery as part of his well-rounded ongoing education, and still has more than a few friends and acquaintances in Cantha.

ENEMIES

The Afflicted

The plague has reached Kaineng City and is spreading fast. The source seems to be beneath a bookstore belonging to an old friend of Master Togo.

Afflicted Construct

This terrifying creature appears to be halfplague, half-golem, covered in swinging blades and freakish mutation. It claims to be possessed by Shiro Tagachi. How can such a thing be possible?

TIPS AND STRATEGIES

Master Togo and Brother Mhenlo must survive for you to successfully complete this mission. Stick close to the other party and coordinate your efforts (e.g., designate pulling strategies and assign roles) through clear communication. Proceed through the environment slowly and methodically, neutralizing each enemy mob as you encounter it. Beware of conjured Spirits and Assassins, as

they'll crop up when you least expect it, causing you to be outnumbered if you're not careful. As always, concentrate on eliminating Mesmers and healers first, as their presence will turn any conflict into a long, drawn-out, and messy affair.

PRIMARY QUESTS: FINDING THE ORACLE

You must find the elusive Oracle of the Mists. Along the way you will gain the aid of of Nika, a former Shing Jea student who knows Kaineng City well. But Nika doesn't warn you that she is expecting trouble from the Jade Brotherhood.

- Speak to Mhenlo and Master Togo to find out what further steps need to be taken.
- Seek Nika in Bukdek Byway.

CLOSER TO THE STARS

Following your meeting with Nika, a Celestial Kirin appears on your way to meet Adept Chiyo. Chiyo sends you to the Adept Nai, who guards the entrance to Nahpui Quarter.

- Adept Chiyo instructs you to seek Adept Tahn.
- · Gain access to the Oracle of the Mists.



MISSION 4: NAHPUI QUARTER

DESCRIPTION

After suffering defeat at the hand of Shiro Tagachi at the end of Mission 3, you were resurrected by the Envoys, who should have instead ferried your party to the afterlife. The Envoys are compelled to bring you and your noble group back to life at the price of further upsetting the balance of the universe. In order to restore balance, you must obtain the necessary celestial alignment with the cosmos to face Shiro; you must become enlightened by defeating four celestial beings.

You begin the mission ringed by four one-way celestial portals arrayed around the room. Each portal depicts the celestial creature you will fight when you walk through a given portal. As you progress through the mission, you'll find your party overwhelmed with increasing numbers of powerful celestial beings. You have the option of defeating the celestials in any order you choose. Be warned: when defeated, each boss will spawn a "celestial" doppelganger that you must also destroy to restore balance to the universe.

OBJECTIVES

- Defeat the celestials to become Closer to the Stars:
 - 6 Defeat Kaijun Don, the Celestial Kirin.
 - Defeat Kuonghsang, the Celestial Turtle Dragon.
 - Defeat Hai Jii, the Celestial Phoenix.
 - o Defeat Tahmu, the Celestial Dragon.

BOSSES: THE CELESTIAL BEASTS

Mission 4 does not feature your average, everyday bosses. Since this is the mission in which your character Ascends, the final battles are truly epic, pitting you against living constellations. When defeated, these constellations release their Essences, which continue the fight. In essence (so to speak) you must beat the bosses in this more than once. Each one

has a dark origin story related here for posterity.

Kaijun Don the Kirin

Kaijun Don appears as a living constellation in the shape of a Kirin, representing (in this case) the embodiment of corruption.

Kaijun Don was a healer of breathtaking beauty who showed compassion to any who sought her aid, including those who could not pay her. Unfortunately, Kaijun Don caught the eye of a cruel gang leader. When she refused his offer of courtship, his men attacked her, scarring her lovely face past all recognition. When Kaijun's scars proved immune to even her own strong magic, she became enraged and swore revenge upon her attackers. Over the years, her quest for vengeance became an obsession that blackened her soul, until at last she made a pact with a demon that promised powerful magic—in return for completing the horrific ritual that would make him flesh. Kaijun Don did not hesitate, and the killings she performed that day left her forever corrupted.

Kuonghsang the Turtle Dragon

Kuonghsong appears as a living constellation in the shape of a Turtle Dragon, the eternal paradox.

Kuonghsang was a wizened old sage who spent his days dispensing helpful advice and delivering messages to and from the Spirit realm. When the emperor's daughter took sick with an unknown

illness,

Kuonghsang consulted with the Spirits. After gathering their advice, he returned to his emperor's side, relaying all that he had learned. Convinced of Kuonghsang's advice, the emperor ordered the death of the oldest daughter of every household. When it was done, he looked to his own daughter-sure she would be healthy once more. Instead,

he found her cold body lying in her bed. It did not take Kuonghsang long to realize he had misinterpreted the riddles of the Spirits. In grief and shame, he took the emperor's sword and cut off his own head.

Hai Jii the Phoenix
Hai Jii appears as a living
constellation in the shape of
the Phoenix, the representation of fiery
eternity in the Underworld.

Hai Jii was the youngest of eight sons from a noble family long known for producing talented Warriors. He did not like to fight, preferring instead to wield his paintbrush, with which he had unsurpassed skill. One evening, a neighboring warlord attacked his family. Hai Jii was tortured and left for dead, but as the invaders swept down upon his two baby sisters, he arose, took

up the sword he had so despised, and single-handedly killed every invader. When his grim task was complete, Hai Jii dropped to his knees and begged Grenth to see to it that his family's murderers found no peace in the afterlife. Grenth heard Hai





Jii's prayers, dooming the souls of the murderers to an eternity of fiery torture.

Tahmu the Dragon

The Celestial Dragon appears as a living constellation in the shape of the Dragon, a reminder of atrocity, pain, and anguish.

Tahmu was an empress well known for her generosity and kind spirit. The people of her lands were all her children, and she made sure none went without food and shelter. When the Naga attacked, her private guards urged her to flee the city that she might save her own life. But Tahmu would not abandon her children. She called to her people to take up arms and defend themselves against the Naga, and she herself went into the streets to do battle. Unfortunately, the Naga overpowered Tahmu and her people, keeping her alive to witness the torture and murder of every single person in the city. Enraged beyond reason, she managed to break from her bonds and call down fire

from the heavens, which streaked through the streets in the form of a dragon, incinerating the Naga attackers.

TIPS AND STRATEGIES

Lead your party from rooftop to rooftop, engaging enemies as you go. Target healers and ranged enemies first, then gang up on the "essence" enemies before they get the jump on your party. Do not rush headlong into a battle, as more celestial essences will spawn before your eyes and threaten to overrun your party with brute force.

Each time you defeat a Celestial being, the essence of that being will be added to the cadre of spawning enemies you encounter at each junction. For this reason, it is advisable that you save the healer Celestial for last. Do not try to avoid combat—if you try to race past a gang of celestials, more will spawn and they'll afflict you with Conditions making your escape nearly impossible. Slow and steady wins the race.

An alternate strategy is to ignore the Celestial beings until you have cleared a path to each of them. This will limit the number of encounters in which the Celestial beings respawn.

PRIMARY QUEST: TO TAHNNAKAI TEMPLE

Now that you are closer to the stars, have been resurrected, and balance has been restored to the universe, it's time to talk to the spirit of the Canthan hero who helped defeat Shiro the first time. You will need Master Togo's help to enter the exclusive Tahnnakai Temple where this spirit is preserved, but first you must battle by Togo's side when the Afflicted attack.

- · Go to Tahnnakai Temple.
- Speak to the Canthan Guard at the Temple gate.
- Find Master Togo.
- Help Togo and Mhenlo defeat the plague assaulting Nika's guild.
- Talk to Temple Guard Bai at Tahnnakai Temple.

MISSION 5: TAHNNAKAI TEMPLE

DESCRIPTION

For centuries, Tahnnakai Temple has housed the souls of the most revered heroes of Cantha's Dragon age. The Jade Wind felled many, and others died fighting other evils; but whatever the cause of death, the soul of the bravest and most accomplished member of each profession rests here, tended by priests of the Sai Ling Order.

Now that the heroes have become closer to the stars, they can speak to these spirits and learn if there is any way to truly defeat Shiro. But Shiro isn't waiting around to be defeated. He has released Spirit Binders, powerful Constructs from his demonic army that can trap even the most heroic soul in torment, turning a fallen hero into a deadly enemy. The heroes must fight past increasingly powerful, bound Spirits until they feach Vizu, an Assassin who witnessed Shiro's original crimes and the end of Shiro's mortal life. If the heroes cannot reach Vizu before time runs out, Shiro will enslave Vizu and the rest of the Dragon Age heroes, reinforcing his growing Construct army.

OBJECTIVES

- Stop the Spirit Binder from consuming Vizu.
- Free the heroic souls in the Tahnnakai Temple.
- Togo must survive:
- · Mhenlo must survive.

KEY NPCS

Brother Khai Jhong

This Sai Long is a caretaker of Tahnnakai Temple. He can answer many questions about this place and the heroes entombed within it.

Master Togo-

Togo continues to give up more of the decision making to the heroes, but is still



the most motivated and informed member of the group,

Brother Mhenlo

Mhenlo must survive this adventure for you to succeed.

ENEMIES

Temple Guardians

The protectors of the temple have been corrupted and will fight against you.

The Afflicted

The mysterious plague continues to create freakish monstrosities which still wield the powers they had as living human beings. Destroying them is merciful.

BOSSES: THE SPIRIT-BOUND HEROES OF TAHNNAKAI

The greatest heroes of Cantha's past are enshrined, body and soul, in Tahnnakai Temple. You must defeat each bound Spirit in turn to free them; for each heroic Spirit freed you will add time to the ticking clock. Before the clock runs out, Vizu, the

final hero, must be released from Shiro's Construct.

Bound Kaolai: The Ritualist

Kaolai is one of the most ancient heroic souls in Tahnnakai, a Ritualist who died so long ago that he only speaks Ancient Canthan. He is believed to have been killed and subsequently placed within the Temple after he won a bet with hottempered Balthazar.

Bound Zojun: The Ranger

This bold and charismatic Ranger famously led a bestial army against a dark wizard five centuries earlier and saved the forests of Cantha from destruction.

Bound Jaizhanju: The Warrior

A selfless Warrior who once offered her life to the emperor to atone for the insult of tardiness, Jaizhanju slew thousands of enemies defending the weak and powerless before falling in battle.

Bound Karei: The Monk

This legendary Monk was made Master of the Kaziin Monastery about seven hundred years ago. It is said that Dwayna herself ensconced Karei's soul in the Temple as a reward for his boundless generosity.

Bound Teinai: The Elementalist

Teinai was once an Elementalist of great renown. She is believed to have inducted herself into the temple on the strength of her magic alone.



Bound Naku: The Necromancer

The most recent inductee to Tahnnakai used every last piece of Necromancer magic including his soul to destroy the Tengu who murdered his hometown.

Bound Kitah: The Mesmer

Three hundred years ago, Kitah the Mesmer sacrificed her own life to defeat a Warrior princess. Both are enshrined in Tahnnakai.

Bound Vizu: The Assassin

If not for Vizu's skill and quick wits, Shiro Tagachi might well have succeeded in becoming all-powerful two hundred years ago. But how did she stop him? And can she do so again? Freeing Vizu to share her knowledge is the ultimate goal of this mission.

TIPS AND STRATEGIES

The surest way to lose this mission is to charge headlong into a room filled with vile monsters. Pull clusters of foes to your position and methodically waste them, then move on to the next group. Every time you destroy a bound soul, you add more minutes to the countdown clock. Eliminate the pockets of Afflicted enemies before tackling the bound bosses, or the combined strength of your foes will flatten you. Beware of taking damage from enemies who "explode" upon death.

PRIMARY QUEST: A MEETING WITH THE EMPEROR

You meet the emperor in Tahnnakai Temple. He tells you that there is a very powerful Kurzick noble visiting the city to discuss arbitrating matters of war between the Kurzicks and Luxons. He suggests you find Danika, his daughter, as she may be of assistance.

Speak with the emperor.

THE COUNT'S DAUGHTER

Danika is in Sunjiang District, comforting å boy whose parents were transformed by the plague right before his eyes, their bodies lying in a lifeless heap nearby.



Danika decides to join the cause and convince the other Kurzicks that they must take this threat seriously, but first she must inform her father that she will escort you to the Urn of Saint Vicktor.

You travel to Maatu Keep, where Danika's father is waiting with customs officials. After some conversation, you head to the lift with Mhenlo.

- Speak with Danika zu Heltzer
- Meet Danika zu Heltzer outside the city gates.
- · Speak with Redemptor Klaus.
- Speak with the Lift Operator.



MISSION 6: ARBORSTONE

DESCRIPTION

The heroes must recover the earthly remains of the Kurzick champion Saint Viktor. The champion's body, turned to jade by Shiro's death wail, were ground into dust and placed within an urn hidden within Cathedral zu Heltzer, a place of worship built like a fortress which protects the living of House zu Heltzer and serves as a tomb for their dead.

You will accompany Countess Danika zu Heltzer, daughter of House zu Heltzer leader Count Petrov, as she guides your team into the bowels of the Cathedral to recover Saint Viktor's remains. She will lead the party down a convoluted path into the Nave of the Cathedral, where the Urn holding Viktor's ashes rests. You must defeat the Nave boss to lower the magical barrier protecting the Urn. As often happens in these cases, retrieving the sacred artifact triggers a cave-in, which separates the group from Mhenlo, who urges them to continue to the surface with Countess Danika's help.

OBJECTIVES

Retrieve the sacred Urn of Saint Viktor and deliver it to Mhenlo.

- Escort Danika to the door of the cathedral so she can open it.
- Clear the cathedral of the guardians binding the Urn of Saint Viktor.
- · Collect the Urn of Saint Viktor.
- Make your way out of the mausoleum!
- Defeat the guardian Stone Souls.
- Protect Danika so that she can open the door.

KEY NPCS

Countess Danika zu Heltzer

Danika zu Heltzer believes it is time for her people, the Kurzicks, to leave their isolation in the petrified Echovald Forest and rejoin the greater realm. She will aid the heroes in their quest for Saint Viktor's ashes.

Brother Mhenlo

Mhenlo accepts the Urn of Saint Viktor at the end of the mission.

ENEMIES

Dryads

These creatures use the Spirit-based skills of Ritualists and Rangers to defend what they have come to think of as their domain—no matter which house's name is on the Cathedral. These Echovald

Forest wood-spirits will not part with the urn of their saint without a fight.

BOSSES

You will face a wide variety of bosses, some of which are chosen at random. Destroy them to gain a morale boost!

TIPS AND STRATEGIES

The Urn of Saint Viktor continuously charges with life protection as the bearer absorbs damage. When dropped, the Urn emits a protective aura that distributes Health to all allies within range. Coordinate player roles to effectively harness its power.





The falling ceiling is a permanent and debilitating area of effect that puts tremendous pressure on the healers. Consider equipping party members with their own healing skills for added backup. Employ effective pulling to draw enemies away from their group. Use sniping strategies to smite opponents from afar.

PRIMARY QUEST: THE CONVOCATION

You find the Monk Headmaster waiting for your party. He suggests you find Togo, who is back from convincing the Luxons to join the fight. You meet up with Togo, who relays his discussion with the Turtle Clan. He convinces the elders to let you compete for the spear.

- Meet with Master Togo.
- Seek admission into Boreas Seabed.



MISSION 7: BOREAS SEABED

DESCRIPTION

The heroes have earned the right to compete with the three champions of the Luxon clans for the honor of defending Cavalon from the impending attack of the ancient kraken creature known as Zhu Hanuku. "Old Long-Arms" (as the Luxons call the monster) is a tentacled horror that rises from the Jade Sea every season to menace the Luxon capital, and every season only one clan champion may face him. But first you'll have to get through the other three clan champions, who also covet the honor of facing Zhu Hanuku.

Each one will attack you in turn, aided by the champion's Sky Guard. When you have defeated all three champions, the Luxon elders grant you the power to carry the Staff of Archemorus—a frighteningly powerful artifact of ancient power that might just give you a chance against the terrible kraken.

OBJECTIVES

 Defeat the three Luxon Clan champions (and their Sky Guard) to secure the artifact, the Spear of Archemorus.

- Help the Luxons by destroying Zhu Hanuku.
- Triumph in the Convocation and earn the right to use the Spear of Archemorus against Shiro.

KEY NPCS

Master Togo

As usual, Togo is on hand to dispense advice and historical context for the bizarre world in which the nomadic Luxons survive. He has a scholar's interest in Zhu Hanuku, and a Ritualist's respect and caution for the ancient creature.

The Clan Elders

The wise, experienced leaders of the Luxon clans will provide more information about the challenges ahead, as well as drop a few hints about the abilities of each champion.

BOSSES

Argo, Turtle Clan Champion

The noble Argo is an Elementalist of great power who values patience, taking the time to study his opponents closely. His allies support his blazing magical strengths.

Daeman, Crab Clan Champion

The Mesmer champion of the Crab clan carries the hard-shelled strength and determination of the crab within. Daeman is confident, perhaps dangerously so.

Aurora, Serpent Clan Champion

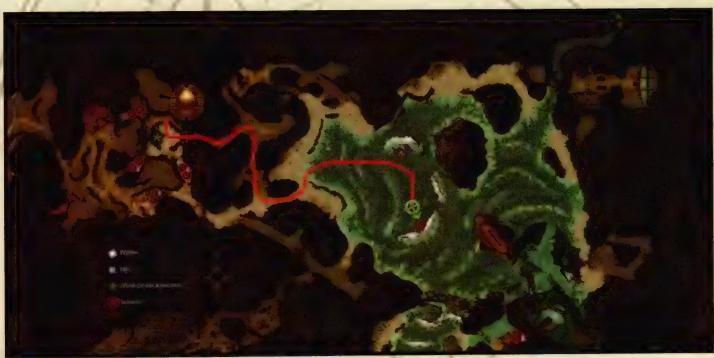
Aurora fights for the Serpent Clan in the name of the Death Queen Elora. She is a Beastmaster with deep spiritual connections to the life forces of the Jade Sea, and her patron is the Death Queen Elora.

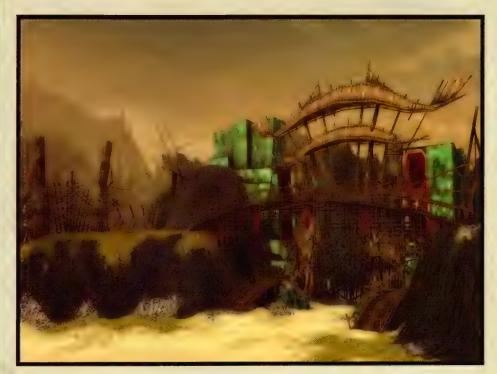
Zhu Hanuku

The kraken known to the Luxons as "Old Long-Arms" is truly a wonder to behold—a multi-tentacled beast of the sea. Despite the elemental conversion of the ocean in which he dwells, he still roams beneath the crystallized waves. Once a year, he breaks through the surface of the Jade Sea to strike at Cavalon, the Luxon capital.

THE SPEAR OF ARCHEMORUS

This ancient weapon holds the spirit of the Luxon champion who helped slay Shiro two hundred years earlier. In game terms, the Spear of Archemorus is a bundle item (an item that must be carried in a character's hands and prevents the use





of melee weapons) that offers different benefits depending on whether it is held or dropped.

When held, the Spear of Archemorus absorbs Energy from the bodies of fallen enemies within its range. When dropped, the Spear unleashes a powerful blast that inflicts damage to all enemies nearby.

TIPS AND STRATEGIES

This mission is broken into two phases. In the first, your team competes in an arena for the privilege of battling Zhu Hanuku. Your party fights against three teams in succession, headed by bosses Daeman, Aurora, and Argo. Daeman's team is comprised of traditional Warriors and healers. Aurora's team is stocked with many Rangers and pets. Argo's team is equipped with Mesmers and spell casters. After you defeat all three squads, you proceed to the Boreas Seabed, where you can explore and kill additional monsters. Eventually, your shenanigans awaken Zhu Hanuku, whom you dispatch in the second phase to ultimately end the mission.

While you're battling in the arena, the next team up will not spawn until you eliminate the current team's boss. Save the best for last and wipe out the weaker support enemies before tackling their leader.

Once you kill all three teams in the arena, you gain possession of the fabled Spear of Archemorus. One player should be the designated to carry the Spear. When dropped, the spear has an AoE damage effect; however, one should not be too quick to drop the spear. As the bodies of fallen foes pile up within its effective radius, the weapon will build a devastating charge.

You awaken Zhu Hanuku in Boreas Seabed by killing every last Kraken Spawn. In the final battle, a fully charged spear attack will do immense damage to the final boss.

Primary Quest: City Under Attack

An Imperial Herald awaits you in the Kraken outpost with news that Togo has gone to investigate rumors of a new plague outbreak near the city. You need to find Shiro and stop him before he can do any more damage. The Herald suggests that you seek Togo in Pongmei Foothills.

You set out to find Togo. Mhenlo is with him, retelling the horrible effects the plague is having on the city. They urge you to head to Shenzun Tunnels, where you encounter a group of the emperor's guards fighting off the Afflicted. The guard captain tells you that you'll need authorization from the empire to travel further.

- Find Master Togo at the city gates.
- Learn what is going on in the sewers.
- Speak to the emperor.

BATTLE IN THE SEWERS

The emperor sends you down into the sewers with an order for the gateguard to let your party continue onward.

 Escort the Royal Guard to reinforce Commander Jafai's forces.



MISSION 8: SUNJIANG DISTRICT

DESCRIPTION

Now that you have found the Urn of Saint Viktor and the Spear of Archemorus, you can use them in tandem against Shiro and his Constructs. Unfortunately, Shiro has found a way to pull allies from the Spirit realm to make your job even more challenging.

This mission is a running battle against plague creatures, deadly Traps, Spirit Warriors brought over from the other side, and Construct horrors empowered by Shiro himself. The fight won't be easy—Shiro can create protective shields of Energy around the Constructs he inhabits, and you must destroy the Spirit Rifts to

prevent an army of Spirit Warriors from overwhelming you.

OBJECTIVES

- · Kill Shiro!
 - o Locate Shiro in the sewers.
 - Destroy the Spirit Rifts to remove Shiro's protective shield.

KEY NPCS

Deacon Fredek

The Deacon is a Kurzick holy man who can tell you how his faction has been affected by the return of Shiro. He is quite impressed that you carry the Urn of Saint Viktor. He has received a vision which he believes means the Luxons and Kurzicks are fated to join forces against the Betrayer.

Callula



The Luxons have been hit hard by the plague and many Luxons have been transformed by its effects (the Luxons, of course, do not realize that the "plague" is the result of Shiro's very presence—it is not a contagion). Callula also believes that the Kurzicks and Luxons must get along to defeat Shiro.

Master Togo

As usual, Togo is here to guide your team on the mission. Togo will fight at your side and can in general take care of himself, but keep an eye on his Health in your party menu.

ENEMIES

Spirit Rift

Every time the countdown clock hits zero, the Spirit Rift spawns a Spirit Warrior. Be sure to eliminate the Rifts as soon as possible, especially since they're not just monster generators. Unless you have destroyed all of the Spirit Rifts, Shiro will remain indestructible. On the other hand, Shiro cannot attack you while he is using his powers to hold the Rifts open.

Spirit Warrior

This ghostly fighter is almost as dangerous as Shiro's Constructs. Unless you want to face them throughout the mission, destroy the Spirit Rifts.

The Afflicted

The mutated monsters that Shiro's mere presence creates flock to his side in this fight. Expect to face Afflicted versions of all eight classes; it's smart to take out the Afflicted Monks and Afflicted Ritualists first to prevent them from healing the others.

BOSSES

Shiro's Constructs

Four possessed Construct monsters, plus Shiro, will face you at the end of the mission. Shiro's incorporeal form can jump from Construct to Construct



(you will be able to tell where he is by tracking the "Shiro effect" that envelops any Construct he controls). Shiro can also make a possessed Construct invulnerable, so wait until his shields are down before you waste Energy on an attack.

Shiro

To destroy Shiro—to even damage him, for that matter—you must destroy all Spirit Rifts. But be cautious, for as soon as you do he is free to turn his attention to destroying you in return.

TIPS AND STRATEGIES

Enemies in this mission like to inflict the Daze Condition, which can cripple your spell casters. Equip Hex and Condition removal skills. When fighting near a Spirit Rift, destroy it before tackling the enemies themselves, since Rifts continually spawn enemies to replace the ones you've already

killed. Don't try to muscle through Shiro's shield; it cannot be pierced until the Rifts are closed first.

As you did in mission 6, give the Urn of Saint Viktor to a player who will receive the most damage, so that its power will charge at a faster rate. Similarly, make sure that the bearer of the Spear of Archemorus remains close to enemies so that their deaths will increase its power.

When destroying the northernmost Rift, remain on the island where it's located or on the mainland—the water is poisonous and will make short work of your team.

The Choice

You now face a moment of decision—will you declare allegiance to the Kurzick faction, or the Luxon faction? If you wish to ally yourself with the Kurzick side, follow the primary quest Journey to House zu Heltzer. If Luxons

are more your style, set out on a Journey to Cavalon.

PRIMARY QUEST: JOURNEY TO HOUSE ZU HELTZER

Jamei passes on instructions that the player must speak to Count zu Heltzer in order to enlist the aid of the Kurzicks.

- · Travel to House zu Heltzer.
- Speak with the town guard.

PRIMARY QUEST: JOURNEY TO CAVALON

Jamei passes on instructions that you must journey to the Luxon capital Cavalon and speak to Elder Rhea in order to enlist the aid of the Luxons.

- · Travel to Cavalon.
- · Speak with Luxon town guard.
- Speak to Elder Rhea.

MISSION 9: FORT ASPENWOOD

DESCRIPTION

Although the leaders of each nation are coming around to the idea that their people must join together to defeat Shiro, the rest of each faction still vie for power and, not to put too fine a point on it, hate each other. Fort Aspenwood is the first of two optional competitive missions in *Guild Wars Factions* which will let you gain faction points with the faction you choose to support—either Kurzick or Luxon. In this case, the goals of each faction are slightly different.

Kurzick Master Architect Gunther is working on a super-weapon called the Vengeance of the Gods, a powerful artifact that requires plenty of amber to build. The Luxons have two goals—to get the amber for themselves, and to kill Master Architect Gunther before he builds his super-weapon. As the mission progresses, a measure of Gunther's progress on the weapon will appear, allowing you to see how close—or far—you are from victory. Each side will be joined by a team of eight heroes.

OBJECTIVES

Kurzick

- Gather pieces of raw and refined amber to power the Vengeance of the Gods. Bring them to Master Architect Gunther.
- Take control of the Luxons' command points.
- Defend against the Luxon assault and keep Master Architect Gunther alive so that he can complete the Vengeance of the Gods.

Luxon

 Order the Luxon gate commanders to dispatch troops to defeat the Kurzicks and their gate guards.



- Help thwart the completion of the Kurzicks' weapon, the Vengeance of the Gods, by preventing them from gathering amber.
- Kill the Kurzick Master Architect Gunther.

KEY NPCS

Master Architect Gunther

The Master Architect—or more accurately, his death—is the Luxon's goal in this mission. The Kurzicks must protect him at all costs; the Luxons must stop at nothing to destroy him before he builds the Vengeances of the Gods.

ENEMIES

Luxons

The Luxons have soldiers of every profession working toward the goal of eliminating Master Architect Gunther.

Kurzicks

The Kurzick troops are just as varied as the Luxon attackers. Members of every profession fill out their ranks, their sole objective being the protection of the Master Architect and his super-weapon project.

Luxon Commanders

Luxon Commanders will resurrect fallen Luxon allies as well as Luxon NPC troops. Kurzicks would do well to eliminate them.

Kurzick Defenders

Kurzick Defenders will bring Kurzick allies back from the dead, as well as Kurzick NPC soldiers. Luxons should strike them down.



BOSS

Master Architect Gunther

The Master Architect is more a Luxon target than a "boss" in the traditional sense, but he is quite well defended. Both sides should keep one eye on Gunther at all times.

TIPS AND STRATEGIES

The Kurzicks are building a superweapon, The Vengeance of the Gods. The Luxons must breach the Kurzick fortress and stop the weapon from being completed and used against them.

There are two control points, one orange and one purple, which are under Luxon control at the outset. Each one is staffed by a Luxon commander, with whom players may interact to send forth attack NPCs to the Kurzick fortress. If the commander is killed, the control point is taken over by Kurzick guards, who need to be eliminated to restore control to the Luxons.

There are three amber mines on the map (orange, purple, and green), which can be controlled by either side. To grasp control of a mine, destroy its defenders or miners. When the Luxons hold a mine, it acts as a re-spawn point for players aligned with

that faction. When the Kurzicks hold a mine, it allows fellow members to pick up amber slabs and run them back to the master architect or the gatekeepers.

The orange and purple mines produce raw amber, which can boost the weapon progress by 1%. The green mine produces refined amber which boosts the weapon progress by 2%.

The control points spawn a Luxon siege turtle accompanied by guards who advance on the Kurzick fortress, attacking anything that crosses their path. When a siege group is killed they re-spawn every 20 seconds.

There are five gates protecting the Vengeance of the Gods. The inner and outer orange gate (two sequential gates which are attacked by the orange control point attackers), the inner and outer purple gate (two sequential gates which are attacked by the purple control point attackers) and the final green gate. Giving amber to the Kurzick gatekeepers reinforces the gates.



MISSION 10: THE JADE QUARRY

DESCRIPTION

The Jade Quarry is another optional competitive mission, which, like Fort Aspenwood, lets players choose between aiding the Kurzicks and joining forces with the Luxons. These two missions allow the heroes to build up faction points with either side, which have a direct impact on the look of the overall world map and territory control related to Alliance Battles. (For more on how Alliance Battles and territory control work, see the PvP section of this book.) Unlike Fort Aspenwood, the two sides share the same goal in the Jade Quarry—to be the first to collect fifteen pieces of jade.

Each side starts on opposite sides of the mission map in a well-protected base. From there, you can hit one of three teleporters, which drop you onto a pre-set position on the map. Head to one of the three color-coded quarries, and click on the quarry's signpost to control it. Once controlled, the quarry will spawn several NPC defenders; for the enemy to take the quarry away from you, they must kill all of the defenders. The quarries are flanked by NPC-generating defense outposts, which function on the same principle; at the top of the mission, you can control them with a click. Once controlled by your enemy, you must destroy all of the NPC defenders to take charge of that position.

OBJECTIVES

- Claim quarries to begin collecting jade.
- Control the jade quarries.
- · Protect your team's jade carriers.
- Be the first team to score 15 points, or score more points than your opponent before 30 minutes have elapsed.

KEY NPCS

Kommandant Durheim

The leader of the Kurzick detachment has information for you on the way this mission is played. She is a bold true believer who, like many Kurzicks, wants to see the Luxons wiped out.

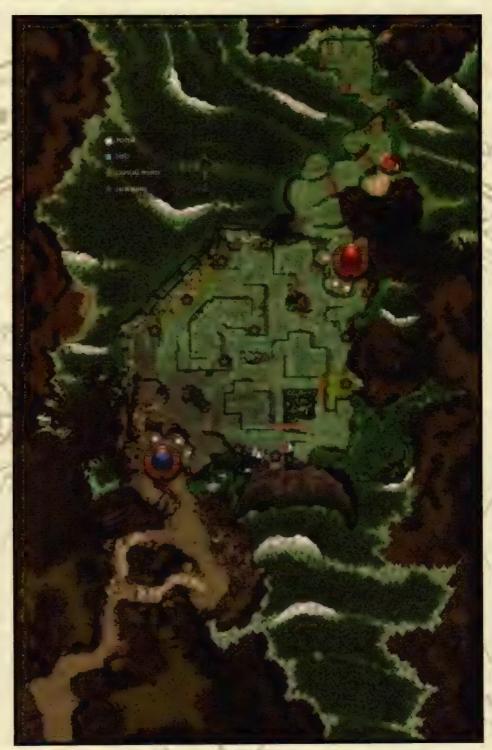
Erek

This Luxon Ranger is the son of a Captain and leader of the Luxon forces at the Jade

quarry. He is staunch defender of his people, infamous among the Kurzicks for his vicious tactics and countless raids on border villages.

Base Defenders

These devastatingly strong fighters protect each side's base and prevent opponents from "spawn camping" (i.e., waiting for your enemies to re-spawn so you can take them by surprise). The Luxon and Kurzick



Base Defenders make any assault on the enemy base less than pointless.

ENEMIES

Hauler **Turtles** and Carrier Juggernauts

These mammoth creatures transport precious jade between the three quarry locations and the bases on either side of the map. When a quarry is first controlled, the Turtle (for the Luxon side) or Juggernaut (for the Kurzicks) appears and begins the slow walk to the appropriate base. You can target and kill these creatures to slow the enemy's jade production, though taking control of their quarries will do the job even better.

NPC Defenders

Archers and other troops allied with either the Kurzicks or the Luxons will immediately spawn when their side takes control of a quarry or outpost. To take control of any outpost or quarry back from an enemy, you must destroy all of the NPC defenders. Note that these defenders are nowhere near as lethal and well trained as those who defend the faction bases.

TIPS AND STRATEGIES

This mission rewards repeated playknowing the location of each quarry and a little planning can make all the difference. Control quarries early, and often. If you choose to attack an enemy Turtle or Juggernaut, do so from the flanks or from the rear. They possess a powerful knockback skill, which pushes any characters blocking their way aside. For players who wish to split from the group, make sure you're toting some self-healing skills.

PRIMARY QUEST KURZICK): THE DEFENDERS OF THE **FOREST**

Baron Vasburg wants you to escort three Kurzicks to the Eternal Grove, where they will undergo training to become champion Juggernauts. You must first journey to Ferndale to pick up Klaus and Leiber. From there, you travel to Bamboo Falls to pick up Berta before escorting all three to Sergeant Geinrich at the entrance to the Eternal Grove. (Note that this Kurzickaligned primary quest leads to Mission 11. Kurzick-aligned players are not eligible for Mission 12.)

- Speak to Klaus in Ferndale.
- Speak to Leiber in Ferndale.
- Speak with ex-Redemptor Berta in Bamboo Falls.
- Escort Klaus. Leiber. and ex-Redemptor Berta to Eternal Grove.

PRIMARY QUEST (LUXON): STOLEN EGGS

Elder Rhea asks that you travel to The Landing and recover a chest of valuable turtle eggs stolen by bandits, and take them to Gyala Hatchery. The egg chest is a bundle item that you must bring to Hatchery Keeper Gratian. You interrupt a group of Kurzicks in the middle of a transaction with the bandits, near the quest's conclusion. (Note that this Luxonaligned primary quest leads to Mission 12. Luxon-aligned players are not eligible for Mission 11.)

- Recover the stolen basket of turtle
- Return the basket of turtle eggs to Hatchery Keeper Gratian.



MISSION 11: THE ETERNAL GROVE

DESCRIPTION

This mission is only available to those players who have committed to allying with the Kurzick faction (by the same token, Mission 12 is aligned with the Luxon faction and will be off-limits to players allied with the Kurzicks). When you complete this mission, you will then go on to Mission 13.

You and your allies must join with the Kurzicks to protect the Forever Trees. These trees are the only trees in the Echovald Forest to survive the Jade Wind's effects, to a certain extent. The Forever Trees are an important part of Kurzick religious beliefs, a sign that the gods never truly forsook them even though the rest of the Echovald was turned to stone. But the Forever Trees cannot survive on their own; their magical power must be reinforced periodically by the Tree Singers, Kurzick priests whose song keeps the Forever Trees alive. Each Forever Tree is surrounded by four Tree Singers (twelve total). When all four Tree

Singers surrounding a Forever Tree are killed, the tree dies and reverts to stone.

In addition to serving as a potent symbol of their special favor among the gods, the Forever Trees also create Kurzick Juggernauts from human volunteers. Those who become Juggernauts erase all sin from their souls, the Kurzicks believe, and are honored for the rest of their existence. Your party will also be joined by Kurzick forest defenders, highly trained spell casters who enhance the strength, speed, and defense of the heroes.

This, however, is only the beginning. Before long, both Luxon attackers and Kurzick defenders will find themselves under attack from a small army of the Afflicted, and will be forced to join together to defeat them.

OBJECTIVES

- Protect the Forever Trees by keeping the Tree Singers alive.
- Defeat the Afflicted forces.

KEY NPCS

Countess Danika zu Heltzer

Danika is here to fill in the heroes regarding the Tree Singers and the Forever Trees, and to aid you in your mission.

Baron Mirek Vasburg

The Baron can provide more history and background on the Forever Trees and the Juggernauts. He will also serve as a guardian of the heroes and the Tree Singers.

Mhenlo

When the Afflicted strike, it will be Mhenlo who strikes an accord between the Luxons and the Kurzicks...but will the alliance be enough to take on Shiro?

ENEMIES

Luxon Forces: The Luxon troops consist of spell casters, archers, and melee fighters.

Siege Turtles: Luxon Siege turtles and their human masters can inflict heavy damage on defenders from a great distance. Be wary of them.





The Afflicted: Afflicted creatures of every class make up the mob that attacks the Luxons and Kurzicks, and ultimately drives the two factions to join together in common cause.

BOSS

Argo, Luxon Champion

The bold Luxon champion leads the attack on the Kurzicks—but he is no fool. When the Afflicted emerge, he will speak for the Luxons when negotiating with Countess Danika and Brother Mhenlo. Note that Argo will become an ally once the Afflicted attack, so he is not a "boss" in the traditional sense.

TIPS AND STRATEGIES

The mission goal is to defend the Tree Singers from the Luxons and the Afflicted. Each of the mission's two parts requires different strategies. When defending against the Luxons, the real danger lies in the half-dozen Siege turtles that assault the Tree Singers. They can be interrupted, but they have huge HP reserves. NPCs announce the compass direction of the incoming attack, but it's advisable that you scan the horizon yourself. As soon as you witness a Siege turtle getting into position, bring it down as quickly as possible.

In the second half of the mission, the Kurzicks must join the Luxons in defending against twelve waves of Afflicted. Afflicted have Death Nova, so whenever one dies, the players nearest the Afflicted take damage. Prevent them from reaching the Tree Singers, or you'll risk losing them. You may want to split your group, where one focuses on maintaining the Tree Singers' Health (AoE skills work well) while the other plays a defensive role.

MISSION 12: GYALA HATCHERY

DESCRIPTION

This mission is only available to players who have chosen to ally with the Luxon faction (just as Mission 11 is only available for players supporting the Kurzicks).

The Luxons ask the heroes to help escort a caravan of young giant turtles from the Gyala Hatchery to a protected Luxon fortress where they may grow to adulthood in safety. Naturally, it isn't that simple. First, Baron Vasburg leads a Kurzick raiding party against the caravan. After facing down four waves of Kurzick attackers, both sides come under attack by the Afflicted during the fifth wave. This will force the two factions to make peace—at least temporarily—to face the much greater threat of Shiro. The mission ends

when the Afflicted are beaten and a truce is struck between the Kurzicks and Luxons.

Objectives

- Escort the young turtles to Creon Jade Mine. At least one young turtle must survive.
- Destroy the attacking plague force.

KEY NPCS

Argo

The Luxon Champion Argo is leading the caravan of young turtles (appropriate, since he is the Turtle Clan Champion). He will speak for the Luxons when the time comes to make a temporary peace with the Kurzicks.

Master Togo

Togo is along to help guide the heroes as usual—and when the Afflicted attack, he

will be instrumental in striking a truce between the two warring factions.

Pertras

This Luxon provides the heroes with containers of a special substance that emits a brightly colored smoke. The smoke marks targets for Luxon Siege turtles.

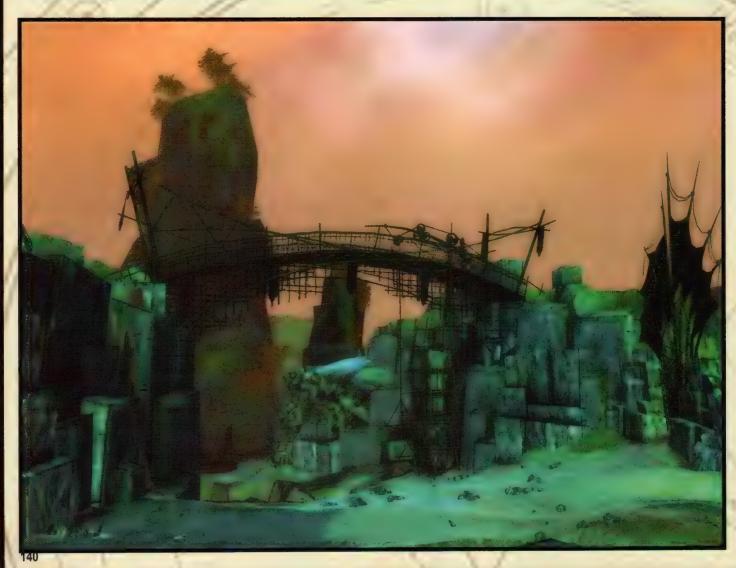
ENEMIES

Kurzick Forces

The Kurzicks attack the caravan in five waves of increasing difficulty. During the fifth wave, the Afflicted strike!

The Afflicted

The plague-stricken creatures created by Shiro's evil aura attack both sides in the conflict. They must be completely destroyed, to complete the mission.



BOSS

Baron Mirek Vasburg

The Baron leads the Kurzick forces attempting to destroy the turtle caravan. He enters the fight during the final wave, before the Afflicted attack. Once the Afflicted hit the caravan and the Kurzick attackers, he will help forge the truce. Note that the Baron will become an ally once the Afflicted attack, so he is not a "boss" in the traditional sense.

TIPS AND STRATEGIES

The key to a successful run is in effectively employing the smoke canisters. You get them from Petras, who doles out a maximum of three. Siege turtles aim their considerable firepower in the vicinity of the closest canister. Though more than one canister can be in play at a given time, the turtles will fire at the closest one.

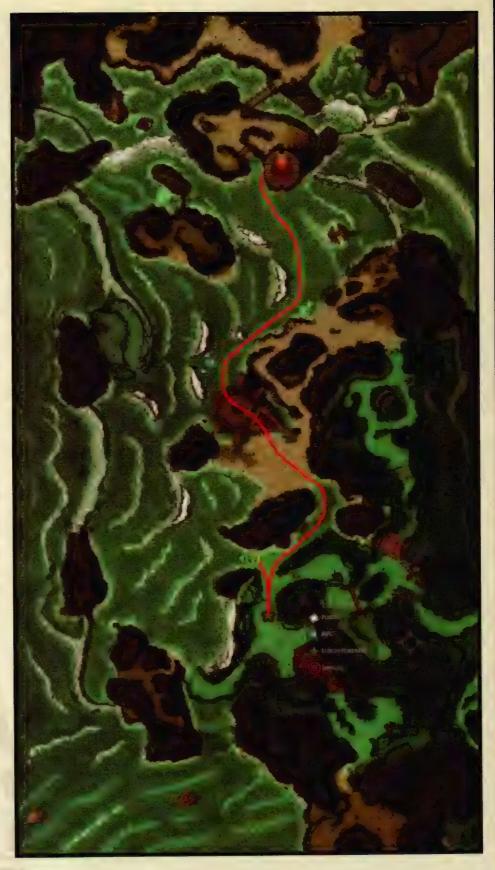
Your party's success depends on your ability to direct fire from the Siege turtles. Scan the horizon and watch your compass; be prepared to pop down a smoke canister at the first sight of incoming enemies. After a couple of Siege turtle blasts, the opposing party will be obliterated. Retrieve the smoke canister, which will allow the turtles to redirect their fire to the nearest one in place.

Once you've defeated the Kurzicks, it's time to square off against the Afflicted. The gate provides a choke point; set Traps and Spirits in this area. Dropping a smoke canister in this zone will quickly annihilate incoming enemy forces.

PRIMARY QUEST: INTO THE WHIRLPOOL

Mhenlo wishes you to accompany him to the Unwaking Waters.

- Travel with Brother Mhenlo to the edge of the Unwaking Waters
- Speak with Priest Jorg to gain access to the Unwaking Waters.
- · Speak with Redemptor Iszar.



JOURNEY TO THE WHIRLPOOL

Master Togo requests your escort to the Unwaking Waters.

- Travel with Master Togo to the edge of the Unwaking Waters.
- Speak with Attis to gain access to the Unwaking Waters.
- Speak with Elder Oxis.

MISSION 13: THE UNWAKING WATERS

DESCRIPTION

Now that you have, with Master Togo's help, brought peace—perhaps temporary—to the Kurzicks and Luxons, it is time for you and your new allies to track down and destroy the source of Shiro's power. This source is an ancient dragon that has been corrupted by Shiro, and it lies within a whirlpool of magical energy hidden inside the Harvest Temple—the site of Shiro's death and his murder of old Emperor Angsiyan.

The dragon is not unprotected. This being the focal point of Shiro's evil, it is surrounded by Afflicted creatures, including a powerful boss. Once inside the temple, the heroes must battle the dragon, descending into the depths of the whirlpool. If successful they will strip the dragon of Shiro's taint and learn at last the nature of the Betrayer's true plan. The dragon is protected by a series of barriers.

OBJECTIVES

- Weaken the dragon to destroy the barrier.
- Continue to weaken the dragon until the next barrier is destroyed.



- Continue weakening the dragon until the last barrier is destroyed.
- Defeat the corrupted dragon.

KEY NPCS

Master Togo

Togo will join you on this mission, offering his guidance as needed.

Brother Mhenlo

Mhenlo helps fill out the team of allies; his aid will no doubt prove invaluable.

ENEMIES

Corrupted Temple Defenders

Corrupted creatures spawned by the proximity of Shiro's taint protect the old Harvest Temple.

BOSSES

Kuunavang

The ancient and enormous dragon Kuunavang's slumber was interrupted by the death of Shiro two hundred years earlier. The persistent evil of Shiro's presence, even after his death, has corrupted the dragon into a malevolent protector of the temple whirlpool. Only an astounding amount of physical pain will allow Kuunavang to throw off Shiro's yoke and help the heroes.

Corrupted Temple Defender Leaders

Eight leaders of the temple defenders appear in this mission as minor bosses who must be defeated in order to progress into the whirlpool.

Fighting Kuunayang

Players must weaken the corrupted dragon Kuunavang with ranged attacks to pass each barrier. The dragon flies nearby the path, but does not land to fight immediately. But not only the dragon that must be dealt with. Shiro has left his Afflicted army to guard and corrupt the dragon, and each of

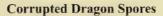


the temple barriers serves as a resurrection shrine for the Afflicted.

Kuunavang has several attacks in her corrupted state that change as she is weakened. They are described here:

Dark Chain Lightning

Target foe is struck for 250 lightning damage and is knocked down. Dark Chain Lightning then hits each nearby foe in succession, knocking down each foe and striking for 10% less damage each time.



Create 6 "Corrupted Spore" creatures around target foe. Foes within their range take 200% longer to cast spells and suffer from -2 Energy degeneration. Corrupted Spores die after 30 seconds.

When Kuunavang reaches 50% health the second barrier will drop and Kuunavang retreats to a lower area. Now heavily wounded her corrupted scales begin to flake off, tainting the very ground near



Kuunavang is healed for 200 Health whenever a Corrupted Spore or Scale dies within casting range of Kuunavang.

When Kuunavang has suffered enough, the physical pain will overwhelm Shiro's corruption and purify the dragon once more. She can now relate Shiro's plan to the heroes.

TIPS AND STRATEGIES

The immediate goal here is to damage the dragon enough to make it retreat downwards, then defeat the spawns of Afflicted creatures blocking your way. If you defeat the creatures without damaging the dragon, it will remain there and spawn more enemies. Work fast, as the injured beast will heal if given the time. Divide your team's efforts and concentrate on both tasks simultaneously. Send melee fighters after the Afflicted and ranged attackers after the dragon. When the dragon's Health drops sufficiently it will retreat downward—continue the pursuit and repeat the process.

PRIMARY QUEST: TAKING BACK THE PALACE

Once the dragon Kuunavang has been freed of Shiro's evil power, you learn that once Shiro returns to his human form, he intends to take the throne and rule all of Cantha. He was denied the right to rule in his last life. He won't be denied in his second life. You also learn that Shiro is the one been responsible for the Spirits leaking out of the afterlife into this realm. He has now taken up residence in the Raisu Palace.

- Speak to Kuunavang.
- Talk to Palace Guard Ronin to gain access to the forbidden palace.



Corrupted Breath

For 20 seconds, whenever Kuunavang's attacks hit a foe, all nearby foes take 50 damage for each Enchantment on the target.

When Kuunavang reaches 75% health the first barrier will drop and Kuunavang retreats to a lower area. In her weakened state she begins throwing corrupted spores at the player in an attempt to corrupt the very air they breath and make magic more difficult to use. Here again the player is assaulted by both the dragon and the Afflicted.

the player and making it harder to fight. The Afflicted are stronger here as well, including at least one Afflicted boss.

Corrupted Dragon Scales

Create 6 "Corrupted Scale" creatures around target foe. Foes within their range attack 80% slower and suffer from -10 Health degeneration. Corrupted Scales die after 30 seconds.

When Kuunavang reaches 25% health the final barrier drops. She becomes enraged and flies to the top of the temple for the final challenge. Using renewing corruption she heals to full to face the player in direct combat using all her skills at once.

MISSION 14: THE EMPEROR'S PALACE

DESCRIPTION

You have learned Shiro's plan: to regain his mortal form—which he has done—and to take the throne of Cantha for himself. From there, it is only a matter of time before his evil empire spreads to Tyria, the Battle Isles, and beyond. To do this, Shiro must devour the soul of Master Togo's younger half-brother: Emperor Kisu.

Shiro's Constructs have overrun the defenses of the Imperial Palace. The Betrayer has thrown up a barrier around himself and the Emperor that can only be broken by one of royal blood. Fortunately, Master Togo—who, like Kisu, is a son of the late Emperor Kintah—is with you, and you are not without assistance from other quarters. The grateful dragon Kuunavang will grant the heroes additional skills of great power that can be used in the fight. You will also be able to choose two of the prominent NPCs to join you on this mission, so choose wisely.

You must pierce the barrier and reach the Emperor's Sanctum before Shiro drains

Kisu's life away—an on-screen tracker will tell you how much life the emperor has left.

OBJECTIVES

- Choose two characters to accompany the party.
- Get to the Emperor before Shiro kills him.
- · Master Togo must survive.
- Mhenlo must survive.

KEY NPCS

Kuunayang

The dragon, no longer imprisoned by Shiro, offers assistance to the heroes in the form of powerful (albeit temporary) elite skills.

Master Togo

Togo is the only one who can pierce Shiro's barrier, since he is of royal blood (though he was never in line for the throne, being the child of the old emperor's concubine).

Mhenlo

Brother Mhenlo is ready to offer his help to the heroes and his old master, Togo.

Panaku

Panaku's story has come full circle, and in a moment of self-realization, he decides to join Master Togo once more.

Talon Silverwing

The brave Angchu Tengu is as faithful to Togo as ever, and will see this fight through to the end.

Argo, Luxon Champion

Argo is here to protect his homeland against Shiro, grudgingly allying with a Kurzick—Countess Danika zu Heltzer.

Countess Danika zu Heltzer

Like Argo, the Kurzick noble Danika is here to save her people from Shiro's might, even if she isn't crazy about the idea of joining the Luxon champion.

Nika

Nika joins the heroes to protect her home, just as her ancestor Vizu did two hundred years earlier.

Cynn

The Tyrian Elementalist isn't going to let her old friend Mhenlo hog all the glory!



BOSSES

Shiro's Constructs

Eight of Shiro's possessed Constructs, one for each profession, will face down the heroes.

DRAGON-POWERED SKILLS

The dragon Kuunavang can grant a special profession-specific skill to each party member upon request. One special skill is available for each primary profession.

Assassin: Star Strike

This skill may be used only once, unless recharged by a morale boost. No Energy

Every hit for 10 seconds calls forth celestial



attackers at target enemy location.

Elementalist: Celestial Storm

This skill may be used only once, unless recharged by a morale boost. No Energy cost.

Forms a Celestial Storm at target enemy's location for 30 seconds. All enemies within the area take 20 damage each second.

Mesmer: Celestial Haste

This skill may be used only once, unless recharged by a morale boost. No Energy

Summons a celestial phoenix at casters location which casts the skill. For 15 seconds the entire party receives 50% fast casting and all party skills recharge 25% faster.

Monk: Star Shine

This skill may be used only once, unless recharged by a morale boost. No Energy cost.

All members of the party are healed to 100%. All Conditions and Hexes are removed.

Necromancer: Star Servant

This skill may be used only once, unless recharged by a morale boost. No Energy cost.

Summon a level 20 Star Servant at your location. On every hit your party gains 25 Health and 3 Energy.

Ranger: Celestial Stance

This skill may be used only once, unless recharged by a morale boost. No Energy cost.

For 15 seconds your entire party has a 75% "evade" attacks and gains +3 health regeneration.

Ritualist: Celestial Summons

This skill may be used only once, unless recharged by a morale boost. No Energy cost.

Summons Archemorus and Saint Victor from the Spirit realm.

Warrior: Storm of Swords

This skill may be used only once, unless recharged by a morale boost. No Energy cost.

You and all surrounding party members deal 50 damage to all surrounding enemies for 30 seconds.

TIPS AND STRATEGIES

Predictably, you face lots and lots of enemies in this mission, so it's advisable for you to proceed with caution, taking care to not aggro large groups. If you're playing with henchmen, you'll likely find that your team will sustain some losses. Bring along resurrection skills so that you can revive downed party members before advancing.

skill The celestial received from KuunavangisconsumedlikeaResurrection Signet. Use it before killing the Assassin Construct to restore it to life; then harness its skills to aid you in combat.



MISSION 15: THE ROYAL SANCTUM

DESCRIPTION

It has all come down to this. The barrier surrounding Shiro and the emperor has been broken by Master Togo, but at the cost of his own life. Now the heroes, aided by Brother Mhenlo of Tyria, must face off against Shiro Tagachi in mortal form. Expect a long, hard, fight.

Shiro has the power to transport the heroes to various locations within the Royal Sanctum, in addition to his already imposing magic powers and fighting skills. But the heroes have help from an unexpected source—the Oracle of Time, who will transport any teleported heroes back whence they came, and grant enhanced powers. The great dragon Kuunavang will also offer players temporary elite skills, as before. But even with their aid, besting Shiro for the last time is not going to be easy—especially after the tragic loss of Master Togo.



OBJECTIVES

Destroy Shiro



Oracle of Time

The Oracle of Time has had enough of Shiro, and will personally aid the heroes with new, temporary skills.

Kuunavang

The great dragon can, from a distance, continue to grant special skills to the heroes as well.

Mhenlo

Brother Mhenlo, having seen his beloved former master slain before his very eyes, is not a happy Monk—and he will fight at your side until the end.

BOSS

Mortal Shiro

You have faced Shiro before, but never at the height of his power. Yet, powerful though he may be—able to teleport his foes great distances—he is now mortal. And the mortal, by definition, can die. That is your only hope.



SHIRO'S SKILLS

Echoing Banishment

Target foe is banished to the mists and his spirit bound to serve Shiro. If the Binder is killed the spirit is freed

Suicidal Impulse

All foes in the area must attack Shiro within 10 seconds or lose half their Health.

Impossible Odds

For the next 10 seconds, Shiro's attacks double strike and hit each nearby foe.

Battle Scars

For 7 seconds, Shiro's attacks gain life stealing equal to the highest damage he takes while in this stance

Riposting Shadows

For 20 seconds, you Shadow Step to the next foe who attacks you and attempt a return attack. If your attack hits, Riposting Shadows is renewed.

Meditation of the Reaper

For 30 seconds, Shiro meditates and absorbs the next 700 damage. When this skill ends, Shiro steals 20 Health from each foe for each second this skill was active.

TIPS AND STRATEGIES

Shiro inflicts a great deal of melee damage, but he will not chase you very far if you run from him. This is your best option if your character is not prepared to act as a tank. On occasion, he unleashes a flurry of attacks that will basically "spike" a character to death in a matter of seconds. This may be avoided by bringing in some

sort of avoid or block stance that you can instantly activate.

Your enemy may also choose members of your party at random and teleport them out of range. If you find yourself teleported out of battle, quickly kill the nearby monsters and talk to the NPC to return to the fight. Damage Shiro as much as you can while he is meditating.

The goal here is to continuously pound Shiro with deadly force—don't let up. Quickly resurrect fallen teammates to keep up the assault, and beware his periodic AoE attacks, which damage your entire party.



CHALLENGE MISSIONS AND ELITE MISSIONS

Two new types of cooperative play missions are introduced in *Guild Wars Factions*— challenge missions and elite missions. These missions are tied directly to the main storyline of the game and the buildup of factional power in which the Kurzicks and Luxons are constantly engaged, their settings steeped in the rich history of Cantha. Elite and Challenge Missions are intended for high-level players looking for an even tougher challenge, and can be attempted as often as you like.

CHALLENGE MISSIONS

Meet the challenge in these five maps that offer an endlessly replayable set of scenarios designed to help you earn faction points with your chosen side. Challenge missions in Guild Wars Factions are located within the Echovald Forest and Jade Sea regions, which make up a large part of southern Cantha and sit within territory that can be contested in alliance battles. (For more on alliance battles, see Section 6: Player Versus Player.) These challenge missions have been designed to help your alliance gain the upper hand in the territory fight and present unique gameplay situations and some of the toughest battles in the game.

- Challenge missions feature cooperative gameplay for teams of up to 8 players.
- Locate challenge missions by traversing explorable areas.
- Earn XP, gold, and in some cases faction points.

CHALLENGE MISSION: ALTRUMM RUINS

Faction: Kurzick

This challenge mission offers your alliance faction with the Kurzicks.



DESCRITPTION

The Altrumm Ruins are one of the richest suppliers of the rare resource amber in all Cantha. The wardens, however, have realized the value of the site as well. They believe that anything so interesting to the humans could be used to drive them out, something the wardens have been trying to do since the Jade Wind struck the forest. The Kurzicks have been reduced to making bold raids on the mines, but they

are not the only ones. Luxon outcasts are using the mines as a hideout. Mantises, drawn by the frequent carnage (or perhaps called here by the wardens) also stalk the area. After the first few amber expeditions were completely wiped out, Kurzick leaders decreed that all such raids must be completed on a schedule, to ensure the survival of expedition members for future deployment.

OBJECTIVE

 Collect as much amber as possible before the timer runs out.

OPTIONAL OBJECTIVE

• Kill a warden to gain a time bonus.

GAMEPLAY

- When your feam enters the map, the ten-minute timer begins this represents the amount of time allowed by the Kurzicks for this run. Killing any warden boss adds time to the clock, during which you can collect more amber. Bosses and enemies continue to re-spawn as the timer runs down.
- You can collect amber for the Kurzicks in a variety of ways. Pieces of the precious stone can be found in containers littered across the map, and enemies will also



drop amber when slain. Every time you kill an enemy boss another version of that boss will appear within a few minutes. The amber containers will also reappear at random locations; this is the simplest way to collect amber.

 This challenge mission ends if time runs out or the entire party is killed.

ENEMIES

Wardens

These wardens follow the leadership of the "boss wardens" who share their names. They will usually drop a piece of amber when destroyed.

- Warden of Earth
- · Warden of Forests
- · Warden of Winds
- · Warden of Seasons

Dredge

These primitive creatures are related to moles. Their ancestors escaped from the oppression of the Stone Summit dwarves in Tyria, and these Canthan Dredge have sworn to attack any creatures that may try to enslave them again. Unfortunately, they will not listen to reason. Dredge enemies will usually drop a piece of amber when destroyed.



- Dredge Gutter
- Dredge Gardener
- Dredge Guardian
- Dredge Gatherer

Mantises

These giant insects, larger cousins of the mantids that plague Shing Jea Island, have begun to appear with greater frequency over the last century. Whether this is due to encroachment upon their territory or some more foreboding reason is as yet unclear.

- Mantis Hunter
- Mantis Dreamweaver
- · Mantis Stormcaller
- Mantis Mender

Luxon Outcasts

These castoffs of Luxon society hate their

human relations...unless those humans have been properly cooked and seasoned.

- Outcast Assassin
- · Outcast Deathhand
- Outcast Warrior
- Outcast Ritualist

BOSSES

The wardens of the Echovald Forest were once guardians of the vibrant life forces that dwelt there. Since the Jade Wind turned the forests to stone, they have gone more than a little mad, and will lash out at any living things that threaten what they still perceive as their domain-in other words, any heroes who venture into their midst. These bosses not only add to your time when you destroy them, they also usually drop one or more pieces of amber for you to collect.

Wardens of Earth (3)

These wardens serve the powers of Earth Magic.

Wardens of Forests (3)

These wardens honor the spirits of the forest.

Wardens of Winds (3)

The Wardens of Winds follow the power of Air Magic.

Wardens of Seasons (3)

The Wardens of Seasons are the most powerful of these mysterious creatures, drawing on the magic of all four seasons to fight for their devastated domain.



CHALLENGE MISSION: AMATZ BASIN

Faction: Kurzick

This challenge mission offers your alliance faction with the Kurzicks.



DESCRIPTION

The evil, and supposedly mythical, Urgoz has returned! He and his servants have been laying waste to outlying towns and villages on the Echovald Forest frontier, sending wave after wave of refugees to seek shelter in a Kurzick sanctuary. Two overwhelmed Kurzick guardsmen want you to help protect the refugees and get as many as you can to safety before it's too late.



OBJECTIVE

 Save as many Kurzick refugees as possible before time elapses.

Optional Objective

• Save 10 Kurzick refugees to receive a morale boost.

GAMEPLAY

- The mission begins with 20 minutes on the clock. For every 10 Kurzick refugees you save, your team adds a minute to the clock.
- Refugees enter the map through one of three entry points. Their goal is the teleporter station, which will take them inside the safe zone of the sanctuary. They enter the area with low Health and Energy, so they cannot take much abuse.
- Players must protect as many refugees as possible while Urgoz continues to send a seemingly unending supply of servants to attack both you and the refugees—and each new foe seems stronger than the last.
- This challenge mission ends if time runs out or the entire party is killed.



NPCs

Guard Uwe

An everyday Kurzick soldier who is really an artist at heart, Uwe isn't ready for Urgoz's sudden assault and is grateful for your help. He will give your party marching orders and then help protect the safe zone the refugees are trying to reach.

Guard Walder

Another Kurzick guard, like Uwe, stationed here because it was thought this region was relatively safe. He is courageous, but not as capable as a team of well-armed heroes, so he's minding the safe zone as well.

Kurzick Refugees

Male and female Kurzick refugees with low Health are yours for the saving. Save 10 of them and you gain a 2% morale boost.

BOSS

Urgoz

This fiendish tree-like spirit-creature has long resented the Kurzick presence in the Echovald Forest, even before it was turned to stone. Urgoz bided his time, waiting for the Kurzicks to leave this section of their frontier unprotected. He has chosen this moment to strike, and it appears he has chosen well.





CHALLENGE MISSION: ZOS SHIVROS CHANNEL

Faction: Luxon

This challenge mission offers your alliance faction with the Luxons.



DESCRIPTION

Battle Priest Calibos is a tough old Luxon battle-dog who trains young Luxon recruits to be real fighters. He's offered to let you prove your worth in a challenge that suits his love of combat—as wave after wave of enemies, including Luxon Adepts, attempt to kill Calibos, you must protect him for as long as possible. Though this training is certainly unorthodox by Canthan standards, It is a longstanding Luxon tradition, and is an excellent way for you to curry respect from this faction.

OBJECTIVE

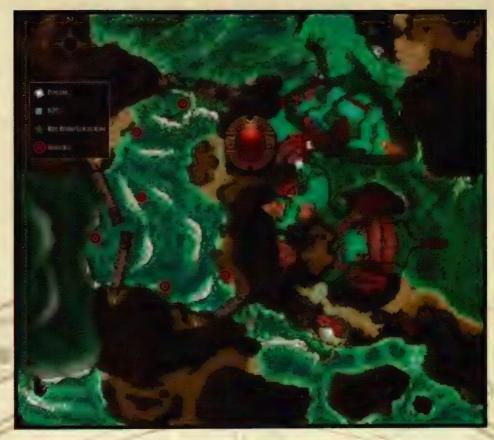
 Keep Battle Priest Calibos alive for as long as possible.

Optional Objective

 Destroy Luxon Adepts to receive a morale boost and a time bonus.

GAMEPLAY

- The clock begins at zero, and your team is scored based on how much time is accrued before Battle Priest Calibos is killed, how many waves have been defeated, and the number of Adepts you have slain.
- Two Luxon Enchanters are posted at remote points; they will place buffs on party members if you can find them.



- Luxon adepts are the bosses of this battle. For each one you kill, your party gains a morale boost and adds a bonus to the accrued time.
- You can also improve your score by holding strategic control points on the map.
- This challenge mission ends when Battle Priest Calibos has been killed.

NPCS

Battle Priest Calibos

Calibos is a grizzled old Luxon here who revels in the carnage and chaos of battle, and in his role as trainer for young Luxons looking to prove their worth. He is brash, a little arrogant, and prone to what the fainthearted might consider gallows humor. Keeping Battle Priest Calibos alive during this mission is the primary objective—it is also a lesson, for Calibos has called forth hideous creatures to attack him on purpose.

Luxon Enchanters

Two Luxon enchanters are ready to provide party members with buffs such

as Rage of the Sea. They can be found in remote parts of this area.

BOSSES

Luxon Adepts

The Luxon adepts serve at the whim of Calibos. Their goal is to kill you and, if possible, Calibos himself. Fortunately, this is all by design—this is a training exercise, so do not worry about angering any Luxons outside this area by killing them. Striking down an adept earns your team a morale boost, and adds one minute to the time you've accrued.

Skills

The Luxon enchanters stand ready to cast this buff on the heroes.

Rage of the Sea

Gives the player +4 Health regeneration, +1 Energy regeneration, and a 33% movement speed increase for 5 minutes.

CHALLENGE MISSION: THE AURIOS MINES

Faction: Luxon

This challenge mission offers your alliance faction with the Luxons.



DESCRIPTION

The Seabed Mine site was already a focal point of magical power in Cantha, its origins long lost, when the Jade Wind petrified the sea. The jade formed in this location has peculiar—and valuable magic properties that Luxon miners known as "reavers" risk life and limb to recover. You meet up with Captain Rion of the Luxon ship Halcyon (from The Halcyon Job quest) outside the mine, and he explains the current situation. Nightmare creatures have erupted from the mines, attacking the reavers while the Luxons work. Tough they may be, but even the reavers can't mine jade and fend off demonic monsters simultaneously. Your job is to eliminate any nightmare creatures you see and take back the quarry control points so the Luxons can get back to work.

OBJECTIVES

- · Beat back the nightmare horde.
- Kill the nightmare guards at quarry control points.
- Take control of quarry control points to score.

GAMEPLAY

 When the mission begins, all but 1 of the quarry control points are overrun by nightmare creatures.



- The party scores 1 point for every 10 seconds that the Luxons control a control point. This total score degrades over time at the rate of 2 per second, so you will not score unless Luxons control more than two control points.
- When to take control of a control point, friendly Luxon reaver NPCs appear to show control has shifted to the Luxons.
- Nightmare creatures will continue to try to take back control point leave these points unprotected at your own risk.
- The Nightmare creatures do additional damage based on the heroes' maximum Health scores.
 They also gain additional speed as the mission goes on.
- This challenge mission ends when the party's score reaches zero or the Luxons control no quarry control points.

NPCs

Rion

The captain of the *Halcyon* has led a party of Luxon reavers—trained jade miners—into the Seabed Mine. He will explain the situation to you at the top of the mission.

Luxon Reavers

These battle-toughened Luxon miners are used to earning their keep the hard way, but that doesn't mean they don't appreciate having someone to watch their backs.

CHALLENGE MISSION: DRAGON'S THROAT

Faction: None

This challenge mission offers no faction with either Luxons or Kurzicks.

DESCRIPTION

The dank sewers of the sprawling metropolis called Kaineng City are suffering from a pernicious disease, and you are the cure. The heroes enter the labyrinth below city and take on nine unique rooms of enemies, each of which offers a different play experience. Players enter into a sewer map split into a number of different major encounter rooms with hallways running between them. Within the halls, players will kill off waves of plague creatures to try and gather the highest possible score (based on kills). The map has a timer counting down to zero, and the time the party can play increases every time the party kills a boss. The party's run is ended if time runs out or the entire party is killed. After the party has played for 30 minutes, the plague's effect begins to overwhelm them and they begin to take Health degeneration that grows more dangerous every minute.

OBJECTIVE

 Kill as many of the Afflicted as possible before the timer runs out.

Optional Objective

 Kill the Afflicted boss to gain a time bonus.

GAMEPLAY

- The mission begins with 8 minutes on the clock. Killing an Afflicted boss adds 1 minute to the clock.
- Score a point for each Afflicted killed.
 Score well and earn a spot on the challenge mission ladder!
- The longer you stay in the fight, the more you are exposed to the malaise of Affliction that lingers here. Prolonged contact with this area begins 30 minutes after the party enters, and causes stacking Health degeneration of 1 for every additional minute of exposure.
- This mission ends when time runs out or the entire party is killed.

Afflicted Rooms

Each room in this mission plays a little differently. Once you have cleared a room, it will remain clear for 2 minutes, after which a new group of enemies will appear which are more difficult, followed by an even more difficult batch.

- Room 1: This basic room features increasingly difficult and numerous groups of Afflicted enemies. Eventually a boss is spawned that you can kill to add time to the clock.
- Room 2: This room contains a single Afflicted boss...or so it appears. When the boss is killed, the body spawns numerous smaller, less powerful copies of that boss.
- Room 3: The enemies in this room are arranged like a turning wheel. The central hub is an Afflicted boss, while groups of "normal" Afflicted march around the boss in a circle. The team is presented with a choice—pick off the groups one at a time, or charge into the fray and go for the boss. When the boss is killed, any remaining monsters cease their circular march and behave normally.
- Room 4: Individual Afflicted with ranged attacks will focus their fire on a single target at a time. Pick them off the same way.
- Room 5: This room is made for melee, with Afflicted carrying Warrior, Assassin, and Necromancer skills that will really make life difficult for characters unprepared for a little faceto-face violence.
- Room 6: Afflicted with Mesmer, Monk, and Necromancer skills occupy this room. Focus on the Monks first, and it will be easier to take out the rest.
- Room 7: This room is like Room 1 in reverse. The battle begins against 16 Afflicted. When they are wiped out 8 more spawn, but they are individually more powerful. After all waves are dealt with, the room boss appears.
- Room 8: The Afflicted in this room have the ability to appear and disappear for short periods. Once all of these monsters are destroyed, the boss appears and uses the same tricks.
- Room 9: A lone boss awaits you in the last room, but has had time to prepare for you. As soon as the party approaches, the boss calls in help from the outer edges of the room. These





creatures will spawn in increasing numbers the longer the boss lives. This difficult fight requires the party to split focus between the central boss and the enemies closing in.

NPCs

There are no NPCs in this mission.

ENEMIES

The garden-variety Afflicted are a constant danger in this area.

• Afflicted

BOSSES

Representatives of every profession have been stricken. Kill these Afflicted bosses for a time bonus on this mission.

- Afflicted Warrior
- Afflicted Ranger
- Afflicted Elementalist
- Afflicted Assassin

- Afflicted Mesmer
- Afflicted Necromancer
- Afflicted Ritualist
- · Afflicted Monk



ELITE MISSIONS

There's a reason these missions are called "elite." Urgoz's Warren and The Deep represent the pinnacle of cooperative play challenges, and are only open to players who are part of the alliances that have the most faction with the Luxons or the Kurzicks.

- Elite missions feature teams of up to 12 players.
- Transport to elite missions is granted by unique NPCs found in House zu Heltzer and Cavalon—the Kurzick and Luxon capitals, respectively.
- Unique "boss items," along with other rare loot.

ELITE MISSION: URGOZ'S WARREN

Faction: Kurzick

This elite mission offers your alliance faction with the Kurzicks.



DESCRIPTION

Urgoz, the ancient, tree-like spirit of the forest, was corrupted by Shiro's death wail two hundred years ago. As Shiro's residual influence slowly transformed the tree spirit, he became more hateful and twisted, and the creatures of the Echovald fell under his sway (especially wardens and the Dredge). Now Urgoz has declared war on the Kurzicks infecting "his" forest, and as luck would have it, he has chosen one of the most productive amber mines in the Echovald as his home base. The Kurzicks do not believe the tree spirit (now more demon than spirit) can truly be defeated—if it was, it could mean the end

of the forest itself—but they desperately need to open access to the amber and keep Urgoz's forces in check, or their entire economy will collapse. Only an elite group of heroes—heroes from the alliance that has the most faction with the Kurzicks—are worth sending.

OBJECTIVE

• Kill Urgoz.

GAMEPLAY

- This mission can only be accessed from the exclusive alliance area of House zu Heltzer. If yours is not the top-ranked alliance on the Kurzick faction ladder, you will not be able to access the elite district or Urgoz's Warren.
- This elite mission is divided into multiple rooms with their own unique combat conditions. Some rooms are also subdivided, and may not be accessible until certain conditions are met. In most cases, the room seals upon entry and players cannot leave until all foes are defeated.
- Elite missions allow especially large teams. Protect your healers, because they'll have their hands full tracking all party members.
- Beware of miasma spores that putrefy the water around clusters of mushrooms.
- Watch out for frequently re-spawning explosive spores that home in on player characters and can cause massive damage when they go off.
- Twisted Bark monsters will emit a cloud of deadly gas; destroy them to end this effect.
- This elite mission ends when all party members have been killed.

Urgoz's Rooms

Note that the term "room" is used here to denote separate areas of the map that must be conquered to proceed.

Start Area: Room 1

Suicidal attackers strike in waves. They are armed with a special skill that allows them to inflict great damage—sapping either all of your Health or all of your Energy—when they die nearby, so use

caution when dealing with them in melee. Finish them off to open the first explorable section of Room 1.

Now more dangerous suicidal attackers spawn in the room. Defeating all enemies in the room leads to the next room.

Room 2

Arachnophobes beware, Room 2 features wave after wave of giant corrupted spiders. Though beating them is not easy, it's the only way to get to the next room, so get to work!

Room 3

This one is tricky. This room contains a corpse and two gate locks. The best way to get to the first gate lock is to use Necrotic Traversal on the corpse to reach both gate locks. If the party lacks the Necrotic Traversal skill, a brave player can sacrifice himself to get to the gate locks, as long as a healer is around to use Rebirth on the sacrificial player. There is a third option-a Health degenerating trap that is virtually guaranteed to eliminate one player, but will allow the others to move on to Room 4. Once the gate locks are released, a nearby teleporter can take the player that unlocked them back to the party.

Room 4

Room 4 presents another puzzling challenge. Turrets mounted on the walls and ceiling rain arrows down on the heroes, arrows can set them aflame. As if that weren't bad enough, the enemies you must destroy to move on to the next room are at the far end. Your party will need to find a way to traverse across the room alive, destroy the melee fighters on the far end, and escape before the arrows wipe you out.

Room 5

In Room 5, the path itself is the challenge. This room is a maze, the heroes must find the exit while dealing with enemies all the way.

Room 6

This room is infused with a deadly gas that drains the heroes' Health and radiates from a creature called a Twisted Bark. Your



party must not only defeat the enemies in this room, but survive the degenerative effects of the gas as well. Destroy the Twisted Bark to end the effect.

Room 7

This room is also filled with the same deadly, Health-sapping gas as Room 6. Enemies here will attack in waves that must be completely destroyed before the next wave appears. Once all waves have been defeated, access to Room 8 is granted. Once again, destroy the Twisted Bark to end the effect.

Room 8

Room 8 is essentially an even more deadly version of Room 7, suffused with Poison gas and loaded with waves of enemies that must be taken on one wave at a time. Defeat all enemies to reach Room 9, and take out the Twisted Bark to end the gas effect.

Room 9

There's no deadly gas in this room, but you will face a wide variety of other foes. Defeat all enemies to reach Room 10.

Room 10

Room 10 is another melee-packed room featuring even more dangerous foes. This is the penultimate fight before you reach Urgoz, and will take a heavy toll on all but the most determined and prepared adventurers.

Room 11

Urgoz awaits you in the form of an enormous sentient tree demon armed with a massive bow. Kill him to complete the mission, but be warned—he won't stay down for long. The next time you enter this elite mission, he will be back, and up to his old tricks.

ENEMIES

Corrupted Wardens

These wardens, never friendly to begin with, have become enraged due to Urgoz's influence. Their proximity to the forest spirit makes them resistant to some Conditions and Hexes.

Corrupted Dredge

The Dredge proved easy for Urgoz to corrupt, and these Dredge have entered suicidal berserker states. They will attack without warning, and Urgoz has made them resistant to some Conditions and Hexes. Common: Enemies are composed of wardens and Dredge that have been corrupted and now serve Urgoz.

Corrupted Spiders

Giant arachnids were easily infected with Urgoz's madness. They attack in swarms and drain Health from the heroes as they feed.

Greater Serpents

Urgoz's most dangerous servants are the giant vipers, which can burrow beneath the ground and attack from out of nowhere. They are somewhat intelligent, and can remove Enchantments from players and Hexes from Urgoz. They can also heal Urgoz's injuries, making them even more formidable. Destroying a great viper generally opens access to the next room or sub-room.

BOSS

Urgoz

Urgoz has gone mad and will stop at nothing to eliminate the human interlopers on what he considers his territory. As the spiritual incarnation of the Echovald, he commands remarkable abilities as well as dozens (perhaps hundreds) of corrupted servants.

- A pair of greater serpents stands at his side, ready to heal any injuries the heroes are able to inflict.
- Urgoz's most dangerous attack appears in the form of a giant bow that freezes heroes in place when it hits. Frozen heroes cannot move, and Rattelscar's shot also shatters any Enchantments on the hero at the time.
- Urgoz also summons exploding spores that can inflict a heavy toll on the heroes' Health.

ELITE MISSION: THE DEEP

Faction: Luxon



This elite mission offers your alliance faction with the Luxons.

DESCRIPTION

Deep beneath the surface of the Jade Sea, a demon of nightmares was trapped when Shiro's death wail struck. A remote Luxon tribe discovered the demon's resting place while mining the sea for jade and other resources and became corrupted—thereafter they were known as Luxon Outcasts. The Luxons ask their boldest heroes (who must be members of the highest rated alliance on the Luxon Outcasts, which may also be related to the reappearance of the wicked Oni in Cantha.

OBJECTIVES

- Find the source of the Luxon outcasts.
- Defeat Kanaxai's servants.
- Drive Kanaxai back to the depths.

GAMEPLAY

- This mission can only be accessed from the exclusive alliance area of Cavalon. If yours is not the top-ranked alliance on the Luxon faction ladder, you will not be able to access the elite district or Boreas Seabed Raid.
- This elite mission is divided into multiple rooms with their own unique combat conditions. Some rooms are also subdivided, and may not be accessible until certain conditions are met. In most cases, the room seals upon entry and players cannot leave until all foes are defeated.
- Elité missions allow especially large teams. Protect your healers, because they'll have their hands full tracking all party members.
- This elite mission ends when all party members have been killed.

Kanaxai's Rooms

Each room in Kanaxai's nightmarish domain causes Conditions to be inflicted upon the heroes. These Conditions are generally related to the specific demonic aspect that guards each room. To end this effect, you must destroy the aspect by inflicting damage and knocking it down three times.

Note that the term "room" is used here to denote separate areas of the map that must be conquered to proceed.

Start Area:

The entrance to Kanaxai's underground domain divides the 12-player group into

smaller groups of 3 using a teleporter that changes destinations every time 3 players have gone through it. The first group of 3 players will find themselves in Room 1A. The next 4 to teleport will appear in Room 1B. The third group appears in Room 1C. The party will be reunited in Room 2.

Aspect Effect: The room pulses every 30 seconds, causing Exhaustion.

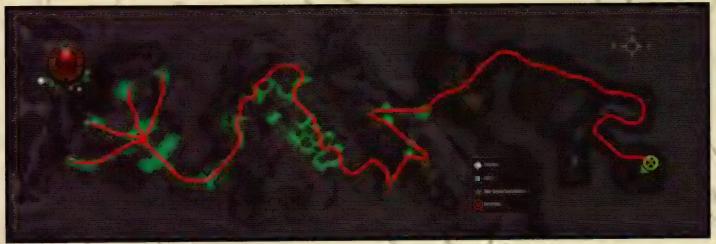
Room 1

The party has been split into groups of 3 to take on each sub-room alone.

- Room 1A: This sub-room is filled with melee attackers carrying Assassin abilities.
 - Aspect of Exposure: Players can't "block" or "evade" while in this room.
- Room 1B—Shadowy Trip: This subroom features Elementalist enemies.
 - Aspect of Surrender: Players are knocked down when hit.
- Room 1C—Mark of Death: The third sub-room is filled with corrupted enemies drawn from the Jade Sea.
 - Aspect of Death: Players gain 20% less benefit from healing.
- Room 1D—Soothing Images: The fourth sub-room is also filled with corrupted enemies that specialized in taking out spell-casting heroes.
 - Aspect of Soothing: Players cannot gain adrenaline.

Room 2

Once the split party is reunited in Room 2, a timer starts counting down. If any



enemies are alive when the timer runs out, all dead foes are resurrected, the timer is reset, and the battle is joined anew.

 Aspect of Pain: Players suffer -2 degeneration at all times and receive a Deep Wound every 30 seconds.

Room 3

You'll find enemies here as well as a tricky way to open the gate into Room 4 (the beginning of the mines proper). Pressure plates in the floor must be depressed simultaneously to open the gate into Room 4, and once the gate opens, the party only has 5 seconds to get through.

 Aspect of Lethargy: Player movement slowed by 50%.

Room 4

The look of the rooms changes with this one, the first room located within the mine itself, as can be seen by the stoneworked shape. The Luxon Outcasts appear here for the first time, as do many, many corpses. The Outcasts in this room possess many corpse exploitation skills, but party Necromancers should have a field day.

 Aspect of Depletion: Every 30 seconds the room pulses and causes Health damage and Energy drain on the heroes.

Room 5

The second room within the mines is defended by Luxon Outcasts with the ability to remove Enchantments from the heroes.

• Aspect of Failure: Room 5 prevents players from using spells. Non-spell skills and attacks are the only viable options.

Room 6

The last room inside the mine proper is the first one occupied by Oni, which gives the players their first clue that the Oni are really linked to the Outcast problem.

• Aspect of Shadows: No Enchantment Spells can be cast in this room.



Room 7

This room connects the mines and the demon Kanaxai's hidden caves, which the Luxon tribe that would become the Outcasts accidentally discovered. Oni also occupy this room; they must be destroyed along with the ice columns to gain access to Room 8.

 Aspect of Scorpions: Enemies can randomly teleport heroes within this room.

Room 8: Shameful Fear

This room is a giant cavern containing a bottomless pit crossed by 3 bridges. The heroes must traverse these bridges while beating back a never-ending supply of Oni. This is the last room to feature these particular enemies, but you'll miss them when you get to Room 9!

 Aspect of Fear: Player speed is increased by 10%. While moving, players suffer Health damage.

Room 9

The heroes must defeat a whole new class of enemies starting here. Four giant worms protect Room 9, along with nightmare demon creatures that can cause the worms to re-spawn when destroyed and slow the party's Energy regeneration. The worms themselves

possess a ranged attack that drains Energy when it hits. Spellcasters will have a rough time of it here.

• Aspect of Decay: When a player's Energy reaches 0, that player takes damage.

Room 10: locane Extract

This location, along with the rest of Kanaxai's rooms, was sealed off for more than a century beneath the frozen Jade Sea, only to be discovered by the Luxon Outcasts. The landscape is only going to get stranger from here on out. Arrow turrets pummel the party members with Poison and Bleeding Conditions, while demonic melee opponents make traversing the area extremely difficult. You must destroy the melee enemies to proceed.

• Aspect Effect: Poison and Bleeding cause an extra -2 Health degeneration.

Room 11: Wastrel's Worry

This room is the penultimate challenge before facing Kanaxai. The room consists of a long, deadly run through chaotically arranged tunnels. Healers and Protection specialists must constantly take care of party members if the group is to survive. Aspect Effect: Players take damage every 3 seconds unless they are using a skill.

Room 12: Conjure Nightmare

This last room is roughly circular in shape and contains the demon of nightmares, Kanaxai himself. Beat Kanaxai and you've completed the mission. For details on Kanaxai's powers, see the Kanaxai description.

Aspectt Effect: Players suffer -8 Health degeneration.

NPCs

Eurayle

Eurayle guards the entrance to the Boreas Seabed Raid. Eurayle will allow you to enter the elite mission, and explains the Luxons' concerns.

Enemies

Kanaxai's Aspects

These are aspects of the chaos demon Kanaxai that appear in each room. Every one causes a different effect within its room tied to its name. To destroy one of Kanaxai's Aspects, you must knock it down three times.

Leviathan Claws

Arthropod creatures corrupted by Kanaxai's malevolent influence.

Crawling Crab

These coastal crawlers have also been infected with Kanaxai's evil,

Oni

The demonic killers are natural servants for Kanaxai, who has easily worked his will on them.

Skitter Carp

This is another sea creature that has fallen under Kanaxai's sway.

Healing Manta

This species of waterborne fiend now serves Kanaxai's purposes.

Luxon Outcasts

Luxon outcasts have been corrupted by the demon Kanaxai and will strike out at even their former allies. These outcasts and the mystery of their origin is why the Luxons have asked you here to help. The outcasts, you soon learn, are better off dead; there is no way to bring them back to normal.

- Outcast Assassin
- · Outcast Deathhand
- Outcast Warrior
- Outcast Ritualist

Giant Worms

These mammoth demonic worms can appear from nowhere and duck beneath the ground to protect themselves from attack. They drain Energy from the heroes.

BOSS

Kanaxai

The demon of nightmares is one tough customer, capable of inflicting a staggering amount of melee damage and keeping his Health bar full with a powerful healing ability called Nightmare Refuge. Heroes will only be able to inflict so much harm on Kanaxai unless he is knocked down. Once down, he can be harmed again, but he will get back up as soon as possible. Once his Health reaches the next predetermined amount, you will have to knock him down once more before he will take any more. To kill Kanaxai, your party will have to knock him down a total of 10 times. As if that wasn't difficult enough, every time you knock him down, he will spawn between 6 and 10 nightmare creatures that you must eliminate...and while you're dealing with them, Kanaxai will have the chance to use his powerful healing abilities once more. Careful coordination of your team's attack will be critical to taking the demon of nightmares down for good.





Section 5: Quests

Quests, like missions, reward players with experience points, gold pieces, items, and other bounties in addition to the XP and loot gathered fighting monsters and other enemies. Unlike missions, quests can only be completed once. Any NPCs with a green exclamation point (or "bang") over their heads have at least one quest to offer you. When the quest is complete, you will usually (but not always) return to that NPC for your reward. You might encounter a quest-giver NPC in the middle of the wilderness, alongside the road in a pleasant countryside, in the depths of a darkened dungeon, or in the middle of town.

ACCEPTING THE QUEST

To learn what a particular quest is all about, you'll need to talk to the quest-giver NPC. Most any NPC might have a quest to offer, some have several. Some quests are available from the moment you meet the quest-giver, while others appear only after certain other events in the game have taken place.

THE QUEST LOG

When you accept a quest it is entered into your Quest Log, which you can access by pressing the L key or through the main menu. Your Quest Log divides quests up by area, and also separates primary story-related quests from the rest. To pinpoint the next objective in a quest on your map, left-click on the quest name in the log. Close the log, and look at your map. You will see a small green starburst marking the objective, while your onscreen minimap displays a green arrow pointing you in the direction of said starburst. To pinpoint an objective for a different quest, just open the log and highlight that quest.

THE QUEST POINTER

Note that the green arrow can only track an objective as it relates to the area you occupy—if you accept a quest in an outpost, and the objective is outside that outpost in an explorable area, the starburst will appear over the outpost gate. When you leave the outpost, the starburst will move to the next nearest objective. If the actual objective is still on the other side of a portal, the starburst will appear over that portal on the map. If it is in your area, the starburst will mark the actual objective.

PRIMARY QUESTS

Primary quests are special types of quests that help drive the main storyline of Guild Wars Factions to its thrilling conclusion. Between missions, you will be faced with one or more primary quests that take your character through to the next mission. Since they are so closely related to the story, we have placed tips and strategies for primary quests in the Section 4 of this book. The rest are organized by geographic location. If you see a quest in this section that is labeled a Mission 1 primary quest, for example, you will find the pertinent information for that quest at the end of the Mission 1 description in the previous section.

QUEST ORGANIZATION

Guild Wars Factions is an enormous online roleplaying game with dozens of unique locations to explore. By tackling the optional quests, you'll inevitably travel throughout the rich lands of Cantha while earning booty and XP along the way. To match the scope of the landscape, the designers have crafted well over 100 quests (with more to be added after the game's release) to inspire heroes of all professions in forging their own paths to greatness.

Some quests are open to players of all backgrounds, while others are restricted to members of a particular profession. Since you'll be frequently interacting with these characters in your travels, we've broken down the quests first alphabetized by area, and then by quest. Take particular note of the quest-giver NPC, as this is the "person" you'll need to seek out to

initiate the quest. Should there be further requirements or restrictions for initiating or completing a task, we'll list those dependencies as well.



SHING JEA ISLAND

Shing Jea Island has long been one of the most peaceful and rural parts of Cantha. Spared the effects of the Jade Wind—barely—Shing Jea has only become more agrarian in the last two hundred years, as mainland Canthans, Kurzicks, and Luxons have found it increasingly difficult to feed themselves. This fact, perhaps more than any other, has kept Shing Jea protected from outside aggression—neither the Luxons nor the Kurzicks want to risk cutting themselves off from the grain shipments.

The island is perhaps most famous as the home of Shing Jea Monastery, the finest academy in the Empire of the Dragon. For centuries young Canthan heroes have trained in the monastery, most recently under the tutelage of the respected and honorable Master Togo.





HAIJU LAGOON

QUEST: SENTIMENTAL TREASURES

NPC: Miller Quang

Description: Since the Naga population explosion, Miller Quang has been unable to retrieve his chest of sentimental items on Yuroso Island. Retrieve it for him.

- · Find Miller Quang's chest on Yuroso Island.
- Return the chest to Miller Quang.

Reward: XP, Gold

QUEST: SKIN THE SNAKE

(Requirement: Sentimental Treasures)

Description: Miller Quang wants you to go and take out more of the snakes. Once the boss snake dies, the quest is complete.

- Go to the north shore and kill the Naga boss.
- Return to Miller Quang for your reward.

Reward: XP, Gold

QUEST: TO THE RESCUE

(Mission 1 Primary Quest)

NPC: Zho

QUEST: TO ZEN DAIJUN

(Mission 1 Primary Quest)

NPC: Su

JAYA BLUFFS

QUEST:

AN UNWELCOME GUEST

(Requirement: Mission 2)

NPC: Zunraa

Description: The benevolent Zunraa's power has been waning since the miasma has spread into the valley. A new and evil spirit has taken advantage of Zunraa's weakness and has taken up residence in the valley.

 Restore Zunraa's presence by cleansing the valley of miasma.

Destroy corrupted Zunraa.

Reward: XP, Gold, Attribute Points



QUEST: DEATH WITH HONOR

(Requirement: Player must not have completed The Rite of Valor)

NPC: Yorrt Strongjaw

Description: When you inadvertently kill the Yeti's Tengu opponent, you must help him find some foes worthy of killing him.

- Find a group of enemies that can grant Yorrt Strongjaw death with honor.
- Take Yorrt Strongjaw's club to his son Trrok.

Reward: XP, Gold

QUEST: LOOKING FOR TROUBLE

(Mission 1 Primary Quest)
NPC: Brother Pe Wan

Quest: The Rite of Valor

(Requirement: Player must not have completed Death with Honor)

NPC: Gull Hookbeak

Description: When you inadvertently kill Gull Hookbeak's Yeti opponent, you are forced to find a suitable replacement, or fight him yourself.

- Locate a powerful Yeti that Gull Hookbeak can kill to complete the Rite of Valor.
- Speak with Gull Hookbeak.
- Eliminate the Yetis without killing Yrrg Snagtooth.
- Return to Gull Hookbeak for your reward.

Reward: XP, Gold

KINYA PROVINCE

QUEST: AN AUDIENCE WITH MASTER TOGO

(Requirement: Must be Monk primary or secondary; Seeking a Cure [Kinya Province]; Track Down Brother Pe Wan [Sunqua Vale])

NPC: Brother Pe Wan

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

- Return to the Monastery.
- Seek out Master Togo in the Linnok Courtyard.

Reward: XP, Gold

QUEST: AN AUDIENCE WITH MASTER TOGO

(Requirement: Lo Sha's Gift)

NPC: Lo Sha

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

- Return to the Monastery.
- Seek out Master Togo in the Linnok Courtyard.

Reward: XP, Gold

Quest: An Audience with Master Togo

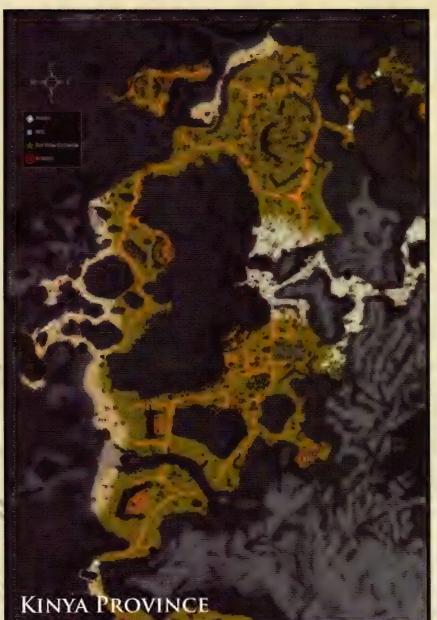
(Requirement: Dual Strike)

NPC: Panaku

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

- Return to the Monastery.
- Seek out Master Togo in the Linnok Courtyard.

Reward: XP, Gold



QUEST: AN AUDIENCE WITH MASTER

(Requirement: Must be Ranger primary or secondary; The Yeti Hunt [Kinya Province])

NPC: Zho

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

- Return to the Monastery.
- Seek out Master Togo in the Linnok Courtyard.

Reward: XP, Gold

QUEST: DUAL STRIKE

(Requirement: Track Down Panaku [Sunqua Vale])

NPC: Panaku

Description: Regardless of what Master Togo says, Panaku has been taking extra jobs on the side and getting his students to help him.

- Speak with Panaku again when you are ready to go to the Tengu village.
- Travel with Panaku to the Tengu village of Aerie and assassinate Swift Honorclaw.
- See Panaku for your reward.

Reward: XP, Gold, Skills

QUEST: LO SHA'S GIFT

(Requirement: Track Down Lo Sha [Sunqua Vale])

NPC: Lo Sha

Description: Lo Sha has been ambushed; in the fray he lost a gift he was planning to give to Mei Ling. Return to the bandit camp and retrieve it.

- Travel to the bandit camp.
- · Retrieve Lo Sha's stolen gift.
- See Lo Sha for your reward.

Reward: XP, Gold, Skills

QUEST: SEEKING A CURE

(Requirement: Track Down Brother Pe Wan

[Sunqua Vale])

NPC: Brother Pe Wan

Description: Headmaster Amara has foreseen that a sickness will come to Cantha soon—a plague will turn even the meek into raging monsters that kill anything they see. You must gather two ingredients so she can attempt to create an antidote.

• Find 2 of the ingredients needed to make an antidote for the coming sickness.

Reward: XP, Gold, Skills

QUEST: THE AGRICULTURIST

(Requirement: A secondary profession)

NPC: Tahbo Paa

Description: Tahbo Paa needs an escort to Aerie to teach the Tengu new farming techniques.

Escort Tahbo Paa to Aerie.

Reward: XP, Gold

QUEST: THE THREAT GROWS

(Mission 1 Primary Quest)
NPC: Soar Honorclaw

QUEST: THE YETI HUNT

(Requirements: Must be Ranger primary or secondary; Free the

Fur [Sunqua Vale], Track Down Zho [Sunqua Vale])

NPC: Zho

Description: Help Zho bag a Yeti.

Speak to Zho again when you are ready to begin hunting (ASSASSIN PRIMARY) the yeti.

Help Zho hunt down and kill the Yeti.

See Zho for your reward.

Reward: XP, Gold, Skills

MONASTERY OVERLOOK

NPC: Ludo

Description: Ludo greets new players and sends them on their way to their respective headmasters. This is a primary quest.

QUEST: SEEK OUT HEADMASTER AMARA (MONK PRIMARY)

QUEST: SEEK OUT HEADMASTER GREICO (RANGER PRIMARY)

QUEST: SEEK OUT HEADMASTER KAA (MESMER PRIMARY)

QUEST: SEEK OUT HEADMASTER KUJU (NECROMANCER PRIMARY)

QUEST: SEEK OUT HEADMASTER LEE

QUEST: SEEK OUT HEADMASTER QUIN (RITUALIST PRIMARY)

QUEST: SEEK OUT HEADMASTER VHANG (ELEMENTALIST PRIMARY)

QUEST: SEEK OUT HEADMASTER ZHAN (WARRIOR PRIMARY)

Reward: XP, Gold

PANJIANG PENINSULA

QUEST: AN AUDIENCE WITH MASTER **TOGO**

(Requirements: Must be Ritualist primary or secondary; Shackled Spirits [Panjiang Peninsula]; Track Down Ang the Ephemeral [Sungua Vale])

NPC: Ang the Ephemeral



SECTION 5: QUESTS

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

• Return to the Monastery.

Seek out Master Togo in the Linnok Courtyard.

Reward: XP, Gold

QUEST: AN AUDIENCE WITH MASTER TOGO

(Requirements: Must be Elementalist primary or secondary;

Sparring Elements)
NPC: Kai Ying

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

• Return to the Monastery.

Seek out Master Togo in the Linnok Courtyard.

Reward: XP, Gold

QUEST: AN AUDIENCE WITH MASTER TOGO

(Requirement: Reaping the Naga)

NPC: Su

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

• Return to the Monastery.

Seek out Master Togo in the Linnok Courtyard.

Reward: XP, Gold

QUEST: AN AUDIENCE WITH MASTER TOGO

(Requirements: Must be Warrior primary or secondary; The Crop Thieves)

NPC: Weng Gha

Description: Return to the Monastery and seek out Togo in Linnok Courtyard.

• Return to the Monastery.

• Seek out Master Togo in the Linnok Courtyard.

Reward: XP. Gold

QUEST: JOURNEY TO THE MASTER

(Mission 1 Primary Quest)

NPC: Sister Tai

QUEST: QUIMANG'S LAST STAND

(Requirement: The Siege at Tsumei Village)

NPC: The Emperor's Blade

Description: Eliminate Captain Quimang and the pirates at the

Crimson Skull Guild Hall.

- Assault the Crimson Skull Guild Hall and defeat Captain Quimang. Find reinforcements along the way.
- See the Emperor's Blade for your reward.

Reward: XP, Gold

QUEST: REAPING THE NAGA

(Requirement: Track Down Su [Sunqua Vale])

NPC: Su

Description: Join Su and her Necromancer students to hunt the Naga

- Speak with Su again when you are ready to eliminate the Naga.
- Escort Su through the cave and destroy any Naga you find
- See Su for your reward.

Reward: XP, Gold, Skills

QUEST: SHACKLED SPIRITS

(Requirements: Must be Ritualist primary or secondary; Track Down Ang the Ephemeral [Sunqua Vale]; Minions Gone Wild [Sunqua Vale])

NPC: Ang the Ephemeral

Description: Release and defeat the shackled spirits.

- Speak with Ang again to begin eliminating the shackled spirits.
- Defeat the 5 shackled spirits.
- See Ang the Ephemeral for your reward.

Reward: XP, Gold, Skills

QUEST: SPARRING ELEMENTS

(Requirement: Track Down Kai Ying [Sunqua Vale])

NPC: Kai Ying

Description: Defeat Kai Ying's students.

- Enter the dueling grounds.
- Defeat the other students.
- See Kai Ying for your reward.

Reward: XP, Gold, Skills

QUEST: THE CROP THIEVES

(Requirements: Must be Warrior primary or secondary; Talon's Duel)

NPC: Weng Gha

Description: Thieves have been stealing long beans from the bean fields nearby. Catch them.

- Prevent the thieves from stealing crops from the field.
- See Wheng Ga for your reward.

Reward: XP, Gold, Skills

QUEST: THE SIEGE AT TSUMEI VILLAGE

(Requirement: Togo's Ultimatum) **NPC:** The Emperor's Blade

Description: Save Tsumei Village and the monastery from the Crimson Skull horde.

- Head to Sunqua Vale and eradicate the approaching Crimson Skull forces.
- Head to Panjiang Peninsula and eradicate the approaching Crimson Skull forces.
- Return to the Emperor's Blade for your reward.

Reward: XP, Gold

QUEST: TOGO'S ULTIMATUM

NPC: The Emperor's Blade

Description: Per Togo's order, you are to deliver a message to the Crimson Skull-demanding the peaceful resignation of Captain Quimang.

- Deliver Master Togo's ultimatum to Captain Quimang.
- Return to The Emperor's Blade for your reward.

Reward: XP, Gold

RAN MUSU GARDENS

Quest: Lost Treasure

NPC: Raitahn Nem

Description: Raitahn Nem needs your help to infiltrate the unguarded Canthan minister's estate to pilfer some treasure. What he doesn't tell you is: the prize he seeks is actually his lady friend, Precious Treasure, whom he is worried about.

- Meet Raitahn Nem inside Minister Cho's Estate.
- Find Raitahn Nem's treasure.
- Return to Raitahn Nem for your reward.

Reward: XP, Gold, Attribute Points

QUEST: WARNING THE TENGU

(Mission 1 Primary Quest) **NPC:** Ang the Ephemeral

SEITUNG HARBOR

Quest: A Master's Burden

(Mission 2 Primary Quest) **NPC:** First Mate Xiang

Quest: The Captured Son

NPC: Lady Mukei Musagi

Description: A visiting noble merchant's son has been "kidnapped" by the Crimson Skull and taken to the docks. You defeat his captors only to discover he left with them willingly. He gives you a letter to deliver to his family.

- Defeat the Crimson Skull and free Jatoro Musagi.
- Talk to Jatoro Musagi.
- Return the letter for Jatoro's mother to Lady Mukei Musagi.

Reward: XP, Gold

SHING JEA MONASTERY/ LINNOK COURTYARD

QUEST: A FORMAL INTRODUCTION

(Mission 0 Primary Quest)

NPC: Master Togo

QUEST: ADVANCED DEFENSE TECHNIQUES

(Requirement: A secondary profession)

NPC: Instructor Ng

Description: It's time to put your training to the test; make use of numerous defense techniques to stay alive for two minutes.

Survive for 2 minutes!

Reward: XP, Gold, Skills

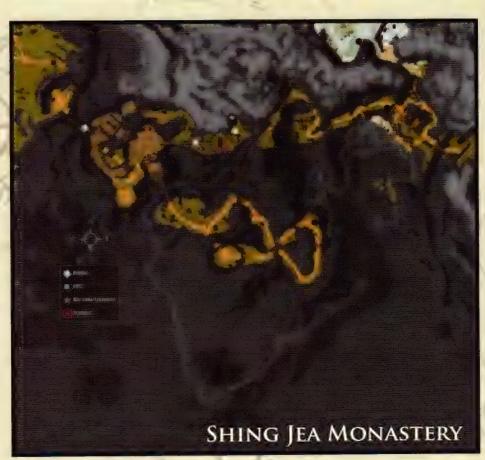
QUEST: APPEARANCE OF THE NAGA

(Requirements: An Audience with Master Togo; your profession's training task in Sunqua Vale)

NPC: Captain Zinghu

Description:

- Speak with Sister Choi Ju in Tsumei Village to learn more about Zen Nai Falls.
- Go to Zen Nai Falls and find the Naga that have invaded the area.
- Scare off the Naga from the area.



See Captain Zinghu for your reward.

Reward: XP, Gold

QUEST: ASSASSIN INSIGNIA

(Requirement: Must be Assassin primary with a secondary profession)

NPC: Headmaster Zhan

Description: Complete four advanced dojo courses: Snaring, Advanced Defense Techniques, Disenchantment, and Skill Chaining.

- Speak to Instructor Ng.
- Complete the Snaring course.
- Complete the course in Advanced Defense Techniques.
- Complete the Disenchantment course.
- Complete the Skill Chaining course.

Reward: XP, Gold

QUEST: CHOOSE YOUR SECONDARY PROFESSION

(Requirement: Complete at least one of the secondary profession quests from a headmaster)

NPC: Master Togo

Description: This challenge simply allows players to choose a secondary profession. Togo will reward the quest as soon as a choice is made.

> Seek out at least 1 headmaster and complete that headmaster's training.

Reward: XP, Gold

QUEST: CLEANSING THE STEEL

(Requirements: Must be Assassin primary or secondary and have a secondary profession)

NPC: Headmaster Lee

Description: Headmaster Lee has learned of the "job" Panaku ordered you to perform—the hit on Swift Honorclaw. Swift Honorclaw's death has upset relations between the monastery and the Tengu. Togo has entrusted Lee to make matters right, and now she is turning to you to rectify the situation. Meet with Swift Honorclaw's daughter, Soar-now head of the Tengu family to make

amends. She gives you a grief offering recognized by Tengu society to give the family on behalf of the monastery.

When you speak with Soar, you learn of Swift's noble actions, which led to the murder contract by Panaku's employer. Soar arranges a meeting with the slimy Canthan businessman who hired Panaku; you will take her place and present the tips of your daggers as rightful payment for Swift Honorclaw's death.

- Deliver the carved buckeye to Soar Honorclaw.
- Meet Dao Weng in Kinya Province and kill him.
- Return to Soar Honorclaw to let her know you have succeeded.

Reward: XP, Gold, Skills

QUEST: CONDITION REMOVAL

(Requirement: Must be a Necromancer, Monk, or Ritualist primary with a secondary profession)

NPC: Instructor Ng

Description: Put your survival skills to the test-survive for two minutes against an opponent who continually inflicts Conditions upon your hero.

- Speak to Sister Tai.
- Survive for 2 minutes by removing Conditions as they are placed upon you.

Reward: XP, Gold, Skills

QUEST: **DEFENSE AGAINST HEXES**

(Requirement: Must be a Monk or Mesmer primary with a secondary profession)

NPC: Instructor Ng

Description: This quest teaches new heroes about removing Hexes. You are given anti-Hex Spells, are paired with other students, and must fight against Su, who continually places Hexes on your party.

- Speak with Lo Sha.
- Defeat Su.
- Speak with Lo Sha again.

Return to Instructor Ng for your reward.

Reward: XP, Gold, Skills

QUEST: DISENCHANTMENT COURSE

(Requirement: Must be Assassin, Mesmer, or Necromancer primary with a secondary profession)

NPC: Instructor Ng

Description: This quest teaches new players about removing Enchantment Spells. You are given enchantment removal spells, are paired with other students, and must fight against Brother Pe Wan, who continually places Enchantment Spells on your party.

- Speak with Mei Ling.
- Battle Brother Pe Wan.
- Speak with Mei Ling again.
- Return to Instructor Ng for your reward.

Reward: XP, Gold, Skills

QUEST: DISRUPTION

(Requirement: Must be a Warrior, Mesmer, Ranger, Ritualist, or Elementalist primary with a secondary profession)

NPC: Instructor Ng

Description: This quest instructs new players on interrupting enemy attacks. You are armed with interrupt spells, paired with other students, and must fight against Ronsu, who casts a series of timeconsuming spells.

- Talk to Talon Silverwing.
- Defeat Ronsu.
- Talk to Talon Silverwing again.
- Return to Instructor Ng for your reward.

Reward: XP, Gold, Skills

QUEST: ELEMENTALIST INSIGNIA

(Requirement: Must be Elementalist primary with a secondary profession)

NPC: Headmaster Vhang

Description: Complete four advanced dojo courses: Snaring, Disruption, Advanced Defense Techniques, and Skill Chaining.

Speak to Instructor Ng.

- Complete the Snaring course.
- Complete the Disruption course.
- Complete the course in Advanced Defense Techniques.
- Complete the Skill Chaining course.

Reward: XP, Gold

QUEST: THE KAGUCHI BROTHERS

(Requirements: Must be Warrior primary or secondary; Warrior Insignia [Shing Jea Monastery])

NPC: Headmaster Zhan

Description: Peasants and villagers across the countryside have been hard hit by two brothers who have been robbing and waylaying those who travel across the isle. Headmaster Zhan has discovered that these two brothers were the leaders of the gang of crop thieves. Put an end to their activities on the isle.

Find and kill the Kaguchi brothers.

Return to Headmaster Zhan for your reward.

Reward: XP, Gold

QUEST: LOCATE JINZO

(Requirement: Must be Assassin primary or Speak with Headmaster Lee [Linnok Courtyard])

NPC: Headmaster Lee

Description: Talk to Jinzo in Sunqua Vale to begin your training

Search Sunqua Vale for Jinzo.

Reward: XP, Gold

QUEST: LOCATE MEI LING

(Requirement: Must be Mesmer primary or Speak with Headmaster Kaa [Linnok Courtyard])

NPC: Headmaster Kaa

Description: Talk to Mei Ling in Sunqua Vale to begin your training.

• / Search Sunqua Vale for Mei Ling.

Reward: XP, Gold/

QUEST: LOCATE PROFESSOR GAI

(Requirement: Must be Ritualist primary or Speak with Headmaster Quin [Linnok Courtyard])

NPC: Headmaster Quin

Description: Talk to Professor Gai to begin your training.

Search Sunqua Vale for Professor Gai.

Reward: XP, Gold

QUEST: LOCATE RENG KU

(Requirement: Must be Necromancer primary or Speak with Headmaster Kuju [Linnok Courtyard])

NPC: Headmaster Kuju

Description: Talk to Reng Ku to begin your training.

Search Sunqua Vale for Reng Ku.

Reward: XP, Gold

QUEST: LOCATE RONSU

(Requirement: Must be Elementalist primary or Speak with Headmaster Vhang [Linnok Courtyard])

NPC: Headmaster Vhang

Description: Talk to Ronsu to begin your training.

Search Sunqua Vale for Ronsu.

Reward: XP, Gold

QUEST: LOCATE SISTER TAI

(Requirement: Must be Monk primary or Speak with Headmaster Amara [Linnok Courtyard])

NPC: Headmaster Amara

Description: Speak with Sister Tai to begin your training.

Search Sungua Vale for Sister Tai.

Reward: XP, Gold

QUEST: LOCATE SUJUN

(Requirement: Must be Ranger primary or Speak with Headmaster Greico [Linnok Courtyard])

NPC: Headmaster Greico

Description: Speak with Sujun to begin your training.

Search Sunqua Văle for Sujun.

Reward: XP, Gold

QUEST: LOCATE TALON SILVERWING

(Requirement: Must be Warrior primary or Speak with Headmaster Zhan [Linnok Courtyard])

NPC: Headmaster Zhan

Description: Speak to Talon Silverwing to begin your training.

Search Sunqua Vale for Talon Silverwing.

Reward: XP, Gold

QUEST: MONK INSIGNIA

(Requirements: Must be Monk primary and have a secondary profession)

NPC: Headmaster Nakai

Description: Complete four advanced dojo courses: Condition Removal, Defense Against Hexes, Advanced Defense Techniques, and Skill Chaining.

Speak to Instructor Ng.

- Complete the Condition Removal course.
- Complete the Defense Against Hexes course.
- Complete the course in Advanced Defense Techniques.
- Complete the Skill Chaining course.

Reward: XP, Gold

QUEST: NECROMANCER INSIGNIA

(Requirements: Must be Necromancer primary and have a secondary profession)

NPC: Headmaster Zhan

Description: Complete four advanced dojo courses. Condition Removal, Disenchantment, Advanced Defense Techniques, and Skill Chaining.

- Speak to Instructor Ng.
- Complete the Condition Removal course.
- Complete the Disenchantment course.
- Complete the course in Advanced Defense Techniques.
- Complete the Skill Chaining course.

Reward: XP, Gold

QUEST: OLD FRIENDS, DARK TIMES

(Requirement: Must be Necromancer primary or secondary;

Necromancer Insignia)

NPC: Headmaster Kuju

Description: Seek and destroy the Naga that might be responsible for the sickness in the village.

- Speak with Su.
- Speak with Reng Ku.
- Travel to Raiyan Cave and kill the bedeviled Naga.
- Return to Headmaster Kuju for a reward.

Reward: XP, Gold

QUEST: PORT OF PLAGUE

(Requirements: Must be Monk primary or secondary and have two professions; Monk Insignia)

NPC: Headmaster Amara

Description: Peasants and villagers across the countryside have been hard hit by a strange sickness.

• Find and cure 3 sickened villagers.

Reward: XP, Gold

QUEST: POWER SURGE

(Requirements: Must be Ritualist primary or secondary and have two professions)

NPC: Headmaster Quin

Description: The honor of the Ritualist school is at stake. It's up to you to clean up a lesser student's mistakes.

Talk to Yuun.

- Kill the unbound spirit.
- Return to Headmaster Quin for a reward.

Reward: XP, Gold

QUEST: RANGER INSIGNIA

(Requirements: Must be Ranger primary or secondary and have two professions)

NPC: Instructor Ng

Description: Complete four advanced dojo courses: Snaring, Disruption, Advanced Defense Techniques, and Skill Chaining.

- Speak to Instructor Ng.
- Complete the Snaring course.
- Complete the Disruption course.
- Complete the course in Advanced Defense Techniques.
- Complete the Skill Chaining course.

Reward: XP, Gold

QUEST: RITUALIST INSIGNIA

(Requirements: Must be Ritualist primary and have secondary profession)

NPC: Instructor Ng

Description: Complete four advanced dojo courses: Condition Removal, Disruption, Advanced Defense Techniques, and Skill Chaining.

- Speak to Instructor Ng.
- Complete the Condition Removal course.
- Complete the Disruption course.
- Complete the course in Advanced Defense Techniques.
- Complete the Skill Chaining course.

Reward: XP, Gold

QUEST: SKILL CHAINING

NPC:

Description: This quest instructs new players about combining skills. You are given skills that combine to form chain attacks; you are paired with other students, and forced to fight against Panaku and Sujun.

- Talk to Sujun.
- Defeat Panaku and Sujun.
- Talk to Panaku.
- Return to Instructor Ng for your reward.

Reward: XP, Gold, Skills

QUEST: SNARING COURSE

(Requirements: Must be Warrior, Ranger, Elementalist, or Assassin and have a secondary profession)

NPC: Inspector Ng

Description: This quest schools players in the art of snaring enemies. You are equipped with snare skills, are paired with other students, and must fight against Zho.

Speak with Kai Ying.

- Use snaring and kiting to force Zho into submission.
- Speak with Kai Ying again.
- Return to Instructor Ng for your reward.

Reward: XP, Gold, Skills

QUEST: SPEAK WITH HEADMASTER AMARA

(Requirement: Must not be a Monk primary)

NPC: Master Togo

Description: Learn the ways of the Monk.

Speak with Headmaster Amara in the Monastery.

Reward: XP, Gold

QUEST: SPEAK WITH HEADMASTER GREICO

(Requirement: Must not be a Ranger primary)

NPC: Master Togo

Description: Become one with nature as a Ranger.

Speak with Headmaster Greico in the Monastery.

Reward: XP, Gold

QUEST: SPEAK WITH HEADMASTER KAA

(Requirement: Must not be a Mesmer primary)

NPC; Master Togo

Description: Become enlightened about the Mesmer profession.

• Speak with Headmaster Kaa in the Monastery.

Reward: XP, Gold

QUEST: SPEAK WITH HEADMASTER KUJU

(Requirement: Must not be a Necromancer primary)

NPC: Master Togo

Description: Raise hell as a Necromancer.

Speak with Headmaster Kuju in the Monastery.

Reward: XP, Gold

QUEST: SPEAK WITH HEADMASTER LEE

(Requirement: Must not be an Assassin primary)

NPC: Master Togo

Description: Uncover the secrets of the Assassin profession

Speak with Headmaster Lee in the Monastery.

Reward: XP, Gold

QUEST: SPEAK WITH HEADMASTER QUIN

(Requirement: Must not be a Ritualist primary)

NPC: Master Togo

Description: Learn about the Ritualist profession.

• Speak with Headmaster Quin in the Monastery.

Reward: XP, Gold

Quest: Speak with Headmaster Vhang

(Requirement: Must not be an Elementalist primary)

NPC: Master Togo

Description: Discover what it is to be an Elementalist.

• Speak to Headmaster Vhang in the Monastery.

Reward: XP, Gold

QUEST: SPEAK WITH HEADMASTER ZHAN

(Requirement: Must not be a Warrior primary)

NPC: Master Togo

Description: Try your hand at wielding a Warrior's sword.

Speak to Headmaster Zhan in the Monastery.

Reward: XP, Gold

QUEST: THE BOX OF ILLUSIONS

(Requirement: Must be Mesmer primary or secondary with two professions; Mesmer Insignia)

NPC: Headmaster Kaa

Description: Rescue Mei Ling from her bandit captors and retrieve the mysterious gift box.

- Meet Lo Sha in Panjiang Peninsula.
- •/ Find out where the Crimson Skull keeps Mei Ling.
- Help Lo Sha rescue Mei Ling.
- Talk to Lo Sha.
- Return the box to Headmaster Kaa.

Reward: XP, Gold

QUEST: THE NAGA SOURCE

(Requirement: Appearance of the Naga)

NPC: Captain Zinghu

Description: Further investigate the source of the foul Naga.

- Travel to Haiju Lagoon and talk to Scout Shenfai.
- Head north to the beach to look for Naga Report your findings to Shenfai.
- See Captain Zinghu for your reward.

Reward: XP, Gold

QUEST: THE RED PANDA

(Requirements: Must be Ranger primary or secondary; Ranger Insignia)

NPC: Headmaster Greico

Description: A rare red panda has been sighted on the island. Accompany Sujun and Zho and track the elusive beast to confirm or deny its presence.

Meet Zho and Sujun in Panjiang Peninsula.

SECTION 5: QUESTS

Follow Ling Wong as she tracks the elusive red panda.

Return to Headmaster Greico.

Reward: XP. Gold

QUEST: THE ROAD LESS TRAVELED

(Mission 1 Primary Quest)

NPC: Master Togo

Quest: The Stone of the Elements

(Requirement: Journey to the Master)

NPC: Headmaster Vhang

Description: Headmaster Vhang wants you to complete what is admittedly a meaningless task. It's your job to take a rock to Kupah Beach and set it upon a pedestal there. Along the way, a series of staged ambushes will keep you on your toes.

Travel to Kupah Beach in Kinya Province.

Place the Stone of the Elements on the stone pedestal.

Return to Headmaster Vhang.

Reward: XP, Gold, Skills

QUEST: WARRIOR INSIGNIA

(Requirements: Must be a Warrior primary or secondary and

have two professions) NPC: Instructor Ng

Description: Complete four advanced dojo courses: Snaring, Disruption, Advanced Defense Techniques, and Skill Chaining.

Speak to Instructor Ng.

Complete the Snaring course.

Complete the Disruption course.

Complete the course in Advanced Defense Techniques.

Complete the Skill Chaining course.

Reward: XP, Gold

SUNQUA VALE

QUEST: CLEANSING THE SHRINE

(Requirement: Locate Mei Ling [Shing Jea Monastery])

NPC: Mei Ling

Description: A Monk tending the mountain shrine suffers from a permanent illusion, causing him to attack anyone who crosses his path. Travel to the shrine and restore order.

• Travel to the Shrine of Maat.

Cure Brother Sitai of his affliction and restore order at the Shrine of Maat.

See Mei Ling for a reward.

Reward: XP, Gold, Skills

QUEST: FREE THE FUR

(Requirement: Locate Sujun [Shing Jea Monastery])

NPC: Sujun

Description: Accompany Sujun to rescue the poor bunnies left as Yeti bait.

- Speak to Sujun once you are ready to go rescue the rabbits.
- Release all the rabbits from the traps.
- See Sujun for your reward.

Reward: XP. Gold, Skills

QUEST: LITTLE CREATURES

(Requirement: Locate Reng Ku [Shing Jea Monastery])

NPC: Reng Ku

Description: Exercise your minion-wielding powers as you clear out a beetle infestation and reanimate insect corpses to fight their mother.

- Travel through the cave and exterminate the beetle nest. Kill 5 beetles.
- Kill the mother beetle.
- See Reng Ku for a reward.

Reward: XP, Gold, Skills

QUEST: MINIONS GONE WILD

(Requirements: Must be Ritualist primary or secondary; Locate Professor Gai [Shing Jea Monastery])

NPC: Professor Gai

Description: Tame (a.k.a. destroy) the minions gone wild.

- Speak with Professor Gai when you are ready to begin
- Destroy the wild minions in the Mausoleum.
- See Professor Gai for your reward.

Reward: XP, Gold, Skills

QUEST: OPENING STRIKE

(Requirement: Locate Jinzo [Shing Jea Monastery])

NPC: Jinzo



Description: Hone your Assassin skills on some hapless minions.

- Kill 5 target minions.
- See Jinzo for a reward.

Reward: XP, Gold, Skills

Quest: Revenge of the Yeti

NPC: Wulk Cragfist

Description: Help Wulk Cragfist avenge his fallen comrades.

- Follow Wulk Cragfist to the Sensali Tengu camp and avenge his fallen companions.
- Return to Wulk Cragfist for a reward.

Reward: XP, Gold

QUEST: SPARK OF INTEREST

(Requirements: Must be Elementalist primary of secondary; Locate Ronsu [Shing Jea Monastery])

NPC: Ronsu

Description: Retrieve a Stone of the Elements for Ronsu.

- Go to the beach and find a Stone of the Elements.
- Defeat Huan to claim ownership of the Stone of the Elements.
- · See Ronsu for a reward.

Reward: XP, Gold, Skills

QUEST: STALE MATE

(Restriction Must be Monk primary or secondary; Locate Sister Tai [Shing Jea Monastery])

NPC: Sister Tai

Description: The masterful Monk attends to the needs of his party—show Sister Tai you've got the skills to play the role of healer in this test.

- Keep the Warrior students alive while they train.
- See Sister Tai for a reward.

Reward: XP, Gold, Skills

QUEST: TALON'S DUEL

(Restriction: Must be a Warrior primary or secondary)

NPC: Talon Silverwing 174

Description: Duel with Talon Silverwing and prove your skills as a Warrior in brutal combat.

- Speak with Talon again when you are ready to begin the duel.
- Defeat Talon Silverwing in combat.
- Return to Talon Silverwing for a reward.

Reward: XP, Gold, Skills

QUEST: TRACK DOWN ANG THE EPHEMERAL

(Requirements: Must / be Ritualist primary or secondary, Minions Gone Wild [Sunqua Vale]; Locate Professor Gai [Shing Jea Monastery])

NPC: Professor Gai

Description: After students successfully put down the Minions that have been let loose by other students they must seek out Ang the Ephemeral.

 Seek out Ang the Ephemeral in Panjiang Peninsula.

Reward: XP, Gold

QUEST: TRACK DOWN BROTHER PE WAN

(Requirements: Must be Monk primary or secondary; Stale Mate [Sunqua Vale]; Locate Sister Tai [Shing Jea Monastery])

NPC: Sister Tai

Description: Students need to find Brother Pe Wan in order to continue their training.

 Seek out Brother Pe Wan in Kinya Province

Reward: XP, Gold

QUEST: TRACK DOWN KAI YING

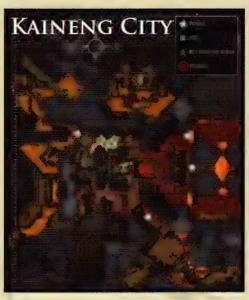
(Requirements: Must be Elementalist primary or secondary, Spark of Interest [Sunqua Vale])

NPC: Ronsu

Description: Students need to find Kai Ying to continue their training.

 Search for Kar Ying in Panjiang Peninsula.

Reward: XP, Gold



QUEST: TRACK DOWN LO SHA

(Requirement: Cleansing the Shrine)

NPC: Mei Ling

Description: Students need to find Lo Sha to continue their training.

Look for Lo Sha in Kinya
 Province.

Reward: XP, Gold

Quest: Track Down Panaku

(Requirement: Opening Strike)

NPC: Jinzo

Description: Students need to find Panaku to continue their training.

 Seek out Panaku in Kinya Province.

Reward: XP, Gold

QUEST: TRACK DOWN SU

(Requirement: Little Creatures)

NPC: Reng Ku

Description: Students need to find Su to continue their training.

 Look for Su in Panjiang Peninsula.

Reward: XP, Gold

Quest: Track Down Weng Gha

(Requirement: Talon's Duel)

NPC: Talon Silverwing

Description: Students need to find Weng

Gha to continue their training.

 Look for Weng Gha in Panjiang Peninsula.

Reward: XP, Gold

QUEST: TRACK DOWN ZHO

(Requirement: Free the Fur [Sunqua Vale])

NPC: Sujun

Description: Students need to find Zho to continue their training.

 Search for Zho in Kinya Province.

Reward: XP, Gold

KAINENG CITY

When the Jade Wind struck Cantha, entire clans were wiped out in the blink of an eye, and soon the political map of the empire literally redrew itself to reflect this new, harsh reality. Canthan nationals entirely abandoned the Echovald Forest and the Jade Sea, which occupied roughly two separate halves of the blast zone. This allowed the two vassal clans to assert more authority than before, and caused a population explosion in Kaineng City. The urban sprawl now covers the entire northwestern seaboard of Cantha's primary continent, covering almost a fifth of the land mass in dense, tightly packed buildings ranging from ramshackle shantytowns to ancient stone towers. With most of the empire turned to stone or overrun with barbarian clans (to Canthans, any non-Canthan clans are barbarian ones) the denizens of Kaineng have run out of room to build out, so they continue to build up, with no end in sight.

BENJUNKAN PIER

QUEST: WELCOME TO CANTHA

(Mission 2 Primary Quest)
NPC: Dockhand Quangnai



BUKDEK BYWAY

QUEST: CLOSER TO THE STARS

(Mission 3 Primary Quest) **NPC:** Adept Chiyo

DRAGON'S THROAT

QUEST: FINDING THE ORACLE

(Mission 3 Primary Quest)

NPC: Gosuh

SENJI'S CORNER

QUEST: TO TAHNNAKAI TEMPLE

(Mission 4 Primary Quest)

NPC: Adept Kai

SHENZUN TUNNELS

QUEST: BATTLE IN THE SEWERS

(Mission 7 Primary Quest) **NPC:** The Emperor's Hand

SUNJIANG DISTRICT

Quest: A Meeting With the Emperor (Mission 5 Primary Quest)

NPC: Emperor's Voice

QUEST: THE COUNT'S DAUGHTER

(Mission 5 Primary Quest)
NPC: Emperor's Voice

WAJJUN BAZAAR

Quest: An End to Suffering

NPC: Qian

Description: Qian's children suffered greatly from the plague, and now her husband, Tukan, has contracted symptoms. Spare him the agony and put him out of his misery.

 Find Tukan on the rooftops and end his suffering.

Reward: XP, Gold

QUEST: ASSASSINATION ATTEMPT

NPC: Saito

Description: Saito thinks that a famous Assassin, Tan Ratsu, has been hired to kill him in retribution for taking a child away from an abusive family. Protect Saito.

- Find Ratsu and stop him before he kills Saito.
- See Saito for your reward.

Reward: XP, Gold



QUEST: ASSIST THE GUARDS

NPC: Guardsman Tang

Description: The Canthan guards are overwhelmed; between the plague, dealing with refugees, and trying to keep the peace, they are stretched to their limit. Guardsman Tang enlists your aid to help put an end to a thieves' ring terrorizing residents of the Market district.

- Locate Waeng in the sewers and eliminate him.
- Return to Guardsman Tang for a reward.

Reward: XP, Gold

QUEST: DRINK FROM THE CHALICE OF CORRUPTION

(Requirements: Seek out Brother Tosai; also, must not have completed Refuse to Drink)

NPC: Brother Tosai

Description: The Am Fah are continuing their dark and dangerous practices.

Allow Brother Tosai to finish his ritual.

Reward: XP, Gold

QUEST: EXTINGUISH THE LANTERNS

(Requirement: Assist the Guards)

NPC: Guardsman Tang

Description: Guardsman Tang has another errand for you; take out the leader of the Jade Brotherhood.

- Find Quufu and kill him.
- Return to Guardsman Tang for a reward.

Reward: XP, Gold

QUEST: IMPERIAL ASSISTANCE

(Requirement: Red Tape)

NPC: Officer Chitaro

Description: At Officer Chitaro's suggestion, you must seek out an imperial guard and inquire about medical supplies for the refugees living in the market slums.

- Speak with Imperial Guard Rantoh about medical supplies.
- Take the medical supplies to Guardsman Pah.

Reward: XP. Gold

QUEST: LITTLE LOST BEAR

NPC: Kaya

Description: A refugee asks you to retrieve a family heirloom that was left behind during evacuation.

- Find the tattered bear.
- Return the tattered bear to Kaya.
- Speak to Kaya for a reward.

Reward: XP, Gold

QUEST: MAYHEM IN THE MARKET

(Mission 2 Primary Quest) **NPC:** Headmaster Greico

QUEST: MEDICAL EMERGENCY

NPC: Guardsman Pah

Description: The people earing for homeless refugees have run out of medical supplies and are in dire need of help. Kick the request up the chain of command.

 Find Officer Chitaro and speak to him about medical supplies for the refugees.

Reward: XP, Gold

QUEST: RED TAPE

NPC: Officer Chitaro

Description: The medical supply shortage is tangled up in a mess of red tape. Help the process along.



 Speak to Guardsman Pah about filling out the Ministry's scrollwork.

Reward: XP, Gold

QUEST: REFUSE TO DRINK

(Requirement: Seek Out Brother Tosai)

NPC: Brother Tosai

Description: The Chalice of Corruption needs to be analyzed and destroyed before more innocent people are harmed.

 Bring the Chalice of Corruption to Imperial Agent Hanjo.

Reward: XP, Gold

QUEST: SEEK OUT BROTHER TOSAI

(Requirement: The Search for a Cure)

NPC: Budo

Description: Budo tells you that if you wish to find true enlightenment you should go to where the Sludge Monkeys gather

near the sewers and speak to Brother

Reward: XP. Gold

QUEST: STREET JUSTICE

(Requirement: Naga Oil)
NPC: The Emperor's Hand

Description: After some investigation, you have discovered the origin of Snake Oil—the Sludge Monkeys. It turns out that the Minister of Flame has been endorsing the foul practice of fleecing a desperate public. Per the Emperor's Hand, you have permission to shut down the operation with deadly force.

Bring justice to the unscrupulous peddlers.

Reward: XP, Gold

QUEST: THE SEARCH FOR A CURE

NPC: Imperial Agent Hanjo

Description: Imperial Agent Hanjo is diligently seeking a cure for the Canthan plague. He has heard rumors that the gang Am Fah has discovered a possible remedy, but to infiltrate the organization you must slay several members of their rival organization, the Jade Brotherhood.

- Locate and speak with Budo.
- Collect 3 Jade Brotherhood guild capes.
- Return the guild capes to Budo.

Reward: XP, Gold

RAISU PAVILION

QUEST: NAGA OIL

NPC: The Emperor's Hand; The Brave Lantern

Description: With the plague and panic come those who would profit off of it. There have been scores of people selling all manner of false remedies and potions to frightened Canthans. The Emperor himself has taken a special interest in the matter and is putting forth an effort to stop those who perpetuate this blatant exploitation of the populace.

Obtain a sample plague remedy.

Reward: XP, Gold

ECHOVALD FOREST

Once it was the largest and most ancient forest in the entire world, a gift of the gods to the Canthan Empire and their Kurzick subjects. Now devastated by the Jade Wind, the vast, petrified woodlands of Echovald occupy much of the eastern half of the Canthan mainland, and is the home of the Kurzick nation and the noble houses that rule them. The Wardens of Echovald can also be found here, trying to protect what remains of the oncevibrant forest. Luxons are not welcome here, and Canthans are only tolerated.

ALTRUMM RUINS

QUEST: THE CONVOCATION

(Mission 6 Primary Quest) **NPC:** Headmaster Amara

THE BAMBOO FALLS

QUEST: DUEL OF THE HOUSES

NPC: Duel Master Vaughn

Description: Test your mettle against a famous Kurzick house. This quest may be repeated as many times as you wish.

Defeat the Kurzick house in an honorable duel.

Reward: XP, Gold, Kurzick Faction

QUEST: IN THE ARMY NOW

NPC: Recruiter Sigmund

Description: A Kurzick army recruiter is enlisting new recruits for the Kurzick National Army. He wants you to prove your worth. Explore the Kurzick foothills and enlist four new recruits and bring them back to him.

• Find and enlist 4 recruits into the Kurzick army.

• Escort the recruits to Recruiter Sigmund.

Reward: XP, Gold, Kurzick Faction

FERNDALE

QUEST: KURZICK SUPPLY LINES

(Requirement: Mission 8)

NPC: Supplymaster Konrad

Description: Shuttle supplies for the Kurzick faction and fight off marauding bands of Luxon warriors. Successfully completing this quest builds faction points with the Kurzicks. Repeat this quest as many times as you like.

• Deliver the Kurzick supplies to Quartermaster Mikhail.

Reward: XP, Gold, Kurzick Faction

Quest: Scouting Ferndale NPC: Forestmaster Vasha

Description: Eliminate the Luxon scouts combing the area for intel before they can call in reinforcements. Repeat this quest as many times as you like.

 Search Ferndale for Luxon scout groups and destroy them. There are 7 in total.

Reward: XP, Gold, Kurzick Faction

HOUSE ZU HELTZER

QUEST: A NEW ESCORT

NPC: Yuri Vasburg

Description: A Kurzick merchant caravan has lost its escort due to the war effort. Guards have become soldiers, and now merchants must travel the forest without protection. Purge the Dragon Moss squatting on the caravan route so that merchants may move about safely.

- Meet Merchant Orek and the rest of the caravan in the Bamboo Fields.
- Escort the caravan to the weeping oak.

Reward: XP, Gold, Kurzick Faction



QUEST: BEFRIENDING THE KURZICKS

NPC: Baron Vasburg

Description: You need to build faction with the Kurzicks if you wish to defeat Shiro. Building Kurzick faction can be done by assisting fellow Kurzicks and most importantly helping them protect their Amber reserves at Fort Aspenwood and capturing magical Jade at the Jade Quarry.

Earn 10,000 Kurzick Faction points.

Reward: XP, Gold, Kurzick Faction

QUEST: SONG AND STONE

(Requirement: Mission 8) **NPC:** Count zu Heltzer

Description: Your job is to patrol the cathedral, keeping the Stone Singers safe from raiding Luxons and forest creatures. There are eight you must protect—lose more than three and you fail the mission.

• Patrol the area and protect the Stone Singers from the raiding Luxon forces.

Reward: XP, Gold, Kurzick Faction

QUEST: THE ANCIENT FOREST

NPC: Scholar Andrej

Description: Collect samples from the corrupted forest creatures for Scholar Andrej. He needs one each from a Warden, a Dragon Moss, and a Stone Scale Kirin. Once he has these items, he can determine if the forest spirit still survives beneath the petrified shell of the forest.

- Collect samples from different forest creatures and return them to Scholar Andrej.
 - o Collect a sample from a Stone Scale Kirin.
 - Collect a sample from a Dragon Moss.
 - o Collect a sample from a Warden.
- See Scholar Andrei for your reward.

Reward: XP, Gold, Kurzick Faction

QUEST: THE DEFENDERS OF THE FOREST

(Mission 10 Primary Quest)

NPC: Baron Vasburg

QUEST: THE EXPERIMENTAL WEAPONSMITH

NPC: Scholar Andrej



Description: Scholar Andrej believes Rutger, a master weaponsmith, can use the spirit essence to imbue weapons with great power.

• Bring the spirit essence to Mastersmith Rutger.

Reward: XP, Gold, Kurzick Faction

MELANDRU'S HOPE

QUEST: SECURING ECHOVALD FOREST

(Requirement: Mission 8) **NPC:** Scoutmaster Arne

Description: Scoutmaster Arne needs your help securing the lawless region outside of town. Patrol the outskirts of the village and deal with any roving Luxon bands you find.

- Travel to the bridge and make certain it is secure.
- Locate the stairs and make certain they are secure.
- Find the giant mushrooms and make certain they are secure.
- Head to the western shore of the lake and make certain it is secure

Reward: XP, Gold, Kurzick Faction

VASBURG ARMORY

QUEST: INTO THE WHIRLPOOL

(Mission 12 Primary Quest)
NPC: Count Durheim

QUEST: WICKED WARDENS

NPC: Dunmel Gorhopf

Description: The Kurzicks need you to travel through the forest on a Warden-killing mission. The goal is to awaken the ancient spirit and free the forest from the darkness of Shiro's death wail.

- Travel throughout Echovald Forest. Slay as many Wardens as you can.
- See Dunmel Gorhopf

Reward: XP, Gold, Kurzick Faction



THE JADE SEA

There appears to be water, water everywhere in the Jade Sea region, but there is in truth very little water to drink. When Shiro Tagachi was slain by the champions of the vassal states, his death wail washed over the land with unimaginable results. The Jade Sea, a huge inland body of saltwater upon which the nomadic, ocean-going Luxons sailed their elegant corsairs, was transformed in an instant to a literal sea of green mineral. The creatures that dwelt in the sea were also turned to jade, though those living in the deepest parts of the sea were not necessarily killed—some truly frightening beasts were transformed into monsters even more terrifying than before.

The Luxons adapted to this harsh new reality by, in some ways, refusing to accept it. They still sail the sea, though their corsairs now glide along the smooth, frozen jade waves upon runners of steel. Jade mining has become a highly profitable business and a constant bone of contention between the Kurzicks and Luxons along the border between the Echovald and Luxon territory.

ARCHIPELAGOS

QUEST: LUXON SUPPLY LINES

(Requirement: Mission 8)

NPC: SUPPLY MASTER KELEOS

Description: War has strained Luxon supply lines. Shuttle packages for your allies and gain faction points in the process, but beware of roving Kurzick bands.

Deliver the Luxon supplies to Quartermaster Hector.

Reward: XP, Gold, Luxon Faction

QUEST: THE JADE ARENA

NPC: Arena Master Portus

Description: Fight against convicted Luxon criminals and

random monsters in this replayable arena event.



Enter the arena and defeat all of the other combatants.

Reward: XP, Gold, Luxon Faction

CAVALON

QUEST: STOLEN EGGS

(Mission 11 Primary Quest)

NPC: Elder Rhea

QUEST: THE HALCYON JOB

(Requirement: Mission 8) NPC: Queen Elora

Description: Even the reavers—Luxon mining specialists—have been called to Cavalon to help in the upcoming war. Some who follow the old ways have answered the queen's calls for aid. To the north of Cavalon is the Guild of 1,000 Daggers. Its members are putting the final touches on a contract with the Kurzicks. Your job is to show them the error of their ways.

- Speak to Captain Rion of the Halcyon.
- Kill Lord Senkai.
- Kill War Captain Womack.

Reward: XP, Gold, Luxon Faction

HARVEST TEMPLE

QUEST: TAKING BACK THE PALACE

(Mission 13 Primary Quest)

NPC: Kuunavang

THE LANDING

QUEST: IN THE ARMY

NPC: Recruiter Lysandra

Description: A Luxon army recruiter is enlisting new recruits for the Luxon National Army. Prove your worth by journeying into the Luxon foothills and enlisting four new recruits. This quest may be replayed as often as you wish.

- Find and enlist 4 recruits into the Luxon army.
- Escort the recruits back to Recruiter Lysandra.

Reward: XP, Gold, Luxon Faction

QUEST: SCOUTING THE LANDING

NPC: Scoutmaster Theron

Description: Eliminate the Kurzick scouts combing the area for intel before they can call in reinforcements. Repeat this quest as many times as you like.



Search The Landing for Luxon scout groups and destroy them. There are 7 in total.

Reward: XP, Gold, Luxon Faction

Description: Scoutmaster Aerios needs you to secure the area outside of town. Patrol the perimeter and eliminate the marauding Kurzick bands. This quest may be replayed as often as you wish.

- Go to the gazebo and search for Kurzicks in the vicinity.
- Go to the second checkpoint and search for Kurzicks in the vicinity.
- Go to the cave and search for Kurzicks in the vicinity.
- Go to the waterfall and search for Kurzicks in the vicinity.

Reward: XP, Gold, Luxon Faction

ZOS SHIVROS CHANNEL

QUEST: CITY UNDER ATTACK

(Mission 7 Primary Quest) **NPC:** Imperial Herald

MOUNT QINKAI

QUEST: SCOUT THE COAST

NPC: Scoutmaster Aerios









SECTION 6: PLAYER VERSUS PLAYER

What's New in Factions

If you're a longtime Guild Wars player and are already familiar with PvP combat from the original Prophecies campaign, you may think you know all about PvP. But Factions introduces whole new ways to take on your fellow players, and this time it's not just for bragging rights, the glory of your region, or even the tournament. The PvP battles of Factions will also define who controls the landscape of southern Cantha.

THE BATTLE ISLES

The "competitive" in the "competitive online roleplaying game" is found in a wide variety of player versus player battles, usually identified by easier-totype PvP. PvP battles take place in arenas throughout the world of Guild Wars, but the Battle Isles is the place to begin your journey. From there you'll train with a sect of combat specialists that will describe the most dangerous and rewarding competition. On these islands the ancient Zaishen Order oversees most PvP combat in the world of Guild Wars. To enter the Battle Isles for straight-up PvP play, simply create a PvP character either by creating a custom character or choosing a PvP archetype—and your new battleready hero will begin play on the Isle of the Nameless, the PvP training area. There you can learn from the Zaishen masters the finer points of strategy and combat.



Players of either of the two campaigns—the Guild Wars original Prophecies campaign as well as Factions—can access the Battle Isles via boat travel. Roleplaying characters will need to reach certain locations within Cantha or Tyria to find the boat, but when you do, it will appear on your Travel map as a ship icon. Just click on it to travel to the Great Temple of Balthazar, the central base of the Zaishen.





BATTLE ISLES TRAINING

THE ZAISHEN ORDER

The masters of the Zaishen Order have given up all personal trappings—even their names—to train new initiates in the arts of combat. They are completely devoted to Balthazar, the god of war, whom they feel has commanded them to teach the disciplines of conflict to any who are willing to learn.

ISLE OF THE NAMELESS

When you begin a new PvP character, that character will first appear at the Isle of the Nameless. If you wish to get straight to the action, you can walk from this tutorial area into the Great Temple of Balthazar, and from there visit any of the arenas on the islands via the Travel map. Since the Isle of the Nameless is technically an explorable area it does not appear as an icon on the Travel map, but you can always return by walking there from the Great Temple. If you wish to learn all of the different aspects of combat against players or monsters in the world of Guild Wars—even if you never intend to play PvP—you can learn a lot about fighting by going through the tutorial offered by

the mysterious Zaishen acolyte known only as the Guide.

NPCS The Guide

The Guide, as his name implies, is here to help. He offers new PvP characters a quest that begins with meeting at least three of the nameless masters.

The Canthan Ferry Captain

Nameless, but probably just out of respect for the island, this captain stands ready to transport you to any one of many random arenas in the world of *Guild Wars*.

The Nameless Masters

Each nameless Zaishen master has a basic combat concept to show you. Note that alone among these NPCs, the Masters of Winds don't have anything to say. (They are located throughout the Isle of the Nameless to offer a speed boost for impatient heroes.)

- Master of Area Effects: As the name implies, this master demonstrates the reach and range of area effects.
 He uses targeting dummies and concentric circles to get his lessons across. This is the master to see if you want a clear visual depiction of the terms "adjacent," "nearby," and "in the area."
- Master of Blocking: The nameless blocking master awaits you on a small tower overlooking the sea. He teaches players how to use "body blocking" and also how to defeat it. These concepts are especially important if you plan to engage in a lot of PvP.
- Master of Bows: This master teaches the basics covering different types of bows, how to handle line of sight in a ranged attack, and taking advantage of higher ground.



- Master of Combat: This master explains the concepts of foes, allies, and basic melee attacking. He makes use of targeting dummies.
- Master of Conditions: This master is one of the most useful, especially if you want to try out a new custom character build. The master's students are each suffering from one of the nine major Conditions. When you are close to each one, you too will suffer the effects of that Condition. This is an efficient way to learn whether a particular build is vulnerable to or effective against certain Conditions. The students demonstrate the effects of these Conditions: Disease, Dazed, Weakness, Poison, Blind, Crippled, Burning, Bleeding, and Deep Wounds.
- Master of Items: This instructor explains the use of bundle
 items and siege weapons in PvP combat, including trebuchets,
 obelisks, and flags. This is one of the few masters with little
 to teach players who only ever intend to play cooperatively.
- Master of Magic: The Master of Magic describes how Enchantments, Hexes, and spell effects work with the help of handy targeting dummies.
- Master of Paths: This nameless master explains how the Training Arenas, Random Arenas, and the Great Temple work. He is an important trainer to visit for prospective PvP combatants. He can transport you directly to the Training Arenas to learn about all of the different types of PvP battles you can play.
- Master of Resurrection: This Zaishen explains death, life, resurrection, and the Death Penalty. She stands next to an active resurrection shrine.
- Masters of Winds: These masters stand ready to hit you with
 a speed buff that will let you complete training in record
 time. Otherwise, they're sort of airheads.

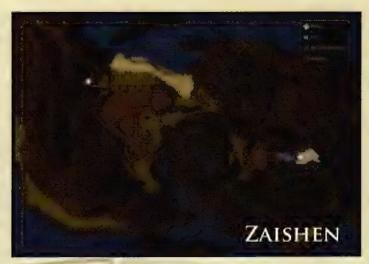
ZAISHEN TRAINING CHALLENGES

The Zaishen Order, protectors and denizens of the Battle Isles, offer a rigorous combat training course focusing on PvP. Once completed, you gain access to the Zaishen cooperative missions Zaishen Elite and Zaishen Challenge. Each of these missions is modeled after PvP gameplay, but is actually a cooperative mission played against computer-controlled NPC opponents instead of other players. That doesn't mean these missions are pushovers; the Zaishen Order doesn't kid around.

Note that these Zaishen cooperative missions are not considered elite missions or challenge missions as described in Section 4, despite their names.

ZAISHEN CHALLENGE

This cooperative mission simulates a four versus four arena. You can form up your own team with three friends, or you can enter the challenge with henchmen. You can also choose the arena (which lets you choose the match type) and the kind of team you



want to face. The opposing team will be made up of NPC fighters that mimic the behavior of real players so you can learn every aspect of PvP before you enter the real thing. You must beat the Zaishen Challenge to enter the Zaishen Elite mission.

ZAISHEN ELITE

This cooperative mission is similar to the Zaishen Challenge in basic setup—once again you will form a team of four players (or one player and three henchmen) and do battle against NPC opponents playing the roles of the enemy team. When you defeat the first team of four opponents, you remain in the mission and take on a larger group. Beat that enemy team, and the next group is even larger. Zaishen Elite is designed to test the limits of your abilities and prepare you for the challenges of the *Guild Wars Factions* tournament. The longer you play, the harder it gets.

GUILD BATTLES

Guild versus guild combat is one of the ways you and your allies can gain greater glory in the PvP game. Perform well, and your guild will move up the guild ladder and may even earn a place in the *Guild Wars* Tournament! For details on battles and match types, see the *Guild Wars Factions* manual or, better yet, visit the Master of Paths to try your luck in the Training Arenas, which will walk you through each variety of PvP match.

MEET YOUR GUILD HALL

Each Guild Hall is a home away from home for you and your guild mates. You will find your Guild Hall—if you have acquired one—on the Battle Isles. It might also become a battleground in guild versus guild combat, so when choosing your Guild Hall, remember—aesthetics are important, but the layout and terrain of the Guild Hall are even more crucial to consider.

Buying a Guild Hall

Guilds do not automatically receive Guild Halls—they need to earn a Celestial Sigil and pay plenty of gold for the honor. You can earn a Celestial Sigil if your team wins control of the Hall of Heroes by joining the tournament in Heroes' Ascent. You can also purchase one from a Sigil Trader, though this is certainly an expensive option. (Smart guild leaders take up a collection among their guild members.)

PvP in Cantha

From the rural mountains of Shing Jea Island to the distant quarries of the Jade Sea, player versus player combat is alive and well in Cantha. If you want to experience tougher levels of PvP, just head to Kaineng Center and hop a ship to the Great Temple of Balthazar on the Battle Isles.

MAPS AND MATCH TYPES

Each PvP arena features a variety of different match types. Each match type is attached to a map that suits its requirements and features victory conditions which, in general, follow the basic tournament game types (for details on the game types you'll find in tournament battles, keep reading). If a map has unique conditions that don't fit into the following categories (such as the alliance battle maps) the details are provided along with a description of the setup.

SHING JEA ARENA

This arena is one of the few not located on the Battle Isles proper. As befits its proximity to the "beginner" area of Shing Jea Monastery, Shing Jea Arena is generally where lower-level characters go to try their skills against other players of the same level. Combat features two teams of four players, selected at random. To travel to this arena, speak to the arena guard in Shing Jea Monastery.

RANDOM ARENAS

Entering Random Arenas is a great way to throw yourself into PvP combat with complete strangers—and when you're through, odds are you'll have made some

new friends. To begin, simply go to the Random Arenas using the Travel map and press the "enter mission" button. You and three other players will be randomly sorted into a single team, facing off against another randomly formed team of four players. These battles take place in arenas found all over Cantha, and if you have both the *Factions* campaign and the original *Prophecies* campaign installed, you will also see arenas set in the far northern kingdoms of Tyria. Players may be of any level, but most will probably be at level 20. If you're not sure your character is yet up to the challenge, you



can always try one of the "starter arenas" like the one on Shing Jea Island or the simulated PvP of the Zaishen cooperative missions—but then again, there's no time like the present to throw yourself into the real thing. After your team wins 10 matches in a row, you will all be automatically advanced to the Team Arena.

The random nature of team selection presents some unique circumstances for PvP gameplay. Since you are not forming your own team, for example, you will not be guaranteed that your random team is perfectly balanced. Resurrecting fallen teammates in the heat of battle often means the difference between victory and defeat. All players should strongly considering bringing Resurrection Signet (which is available to all professions) or another resurrection skill (only the Monk and the Ritualist have other resurrection skills).

TEAM ARENAS

Your first battle in the Team Arenas will be alongside the same random team with which you won 10 battles in a row in the Random Arenas. After your first battle in the Team Arenas, however, you will be able to choose your teammates. The fact that teams have a chance to organize makes these arenas more difficult and strategic than the Random Arenas; players are able to plot tactics ahead of time and are usually used to working together to win victory. Otherwise, gameplay here is similar to the Random Arenas, at least in terms of mechanics. Play is four on four, with a few additional maps thrown into the mix that you might not have seen in your previous battles. Since you can organize your group, you can balance your character build to the team instead of taking the "ready for anything" approach suitable to the Random Arenas.

HEROES' ASCENT & THE HALL OF HEROES

The Heroes' Ascent is aptly named. This is where you and your carefully selected team of eight players can face off against another team of eight to win the glory of the gods. When you enter Heroes' Ascent, you must defeat all opponents in a variety of PvP arenas. Then you are ready for the Hall of Heroes-a Guild Wars battle waged between five teams. If you defeat the other four teams and win the prize, you will receive a Celestial Sigil which you can use to buy a Guild Hall, or to change your Guild Hall if your guild already has one. If your team of eight wins five times in a row, they will be blessed with the favor of the gods, which they share with all other players in their region (occasionally, all players in a region will get a tangible benefit from these victories, no matter where they are, in the form of god-like buffs). All players in that team's region get something even better-access to two exclusive cooperative missions from the original Prophecies campaign, Underworld and Fissure of Woe.

TOURNAMENT PLAY

Guild Wars Factions features continuous tournament action wherein tens of thousands of teams compete for ranking and for the top position on the Guild Ladder. Gameplay takes place in the Hall of Heroes, which you access through Heroes' Ascent. In tournament play, you will assemble a team and engage in a series of battles that will challenge your skills and test your limits. The Guild Ladder on the Guild Wars website tracks each guild's wins and losses, and rates each guild accordingly. In Worlds at War, the international Guild Wars tournament. countries compete for worldwide Guild Wars supremacy. Tournament battles take place in Heroes' Ascent.

Note: This information originally appeared in The Guild Wars Factions Manuscripts.

TOURNAMENTS: COMMON FACTORS

All tournament battles have the following in common:

- Chostly Hero: In each tournament battle, your team is aided by a Ghostly Hero. Some battles require you to keep him alive in order to succeed. Your Ghostly Hero resurrects along with your team.
- * Morale Boost: The Morale Boost removes a percentage of any existing Death Penalties (DP) from all team members. If your team has no DP, each member receives a boost to maximum Health and Energy.

TOURNAMENTS: VARIABLE FACTORS

• Resurrection: Priests, when present, will resurrect dead team members every two minutes. If the priest is killed, dead team members stay dead unless a team member resurrects them. Some battles feature a permanent Resurrection Circle that cannot be destroyed.

TOURNAMENT BATTLES

Guild Wars tournament battles generally fall into one of these categories:

QUALIFIER (SINGLE PARTY)

This is the first stage of the tournament. Battle a team of NPCs to prove yourself worthy of competing in the tournament.

Win Condition: Defeat all enemy NPCs. Lose Condition: Your party is defeated and cannot be resurrected.

NPCs: Ghostly Hero

Morale Boost: Faster victory grants a larger morale boost. The clock will not start until a player approaches the enemy.

Tips:

- Keep your healers toward the rear.
- Interruptions skills help defeat enemy healers.
- The morale boost for this battle carries over to future battles.

ANNIHILATION

The goal in Annihilation battles is to survive until all other teams have been eliminated.

Win Condition: Defeat all members of the opposing team.

Lose Condition: Opposing team defeats your entire team.

NPCs: Ghostly Hero, Priest

Morale Boost: Kill the enemy priest.

Tips:

- Keeping your priest alive is extremely important in these battles; watch out for Rangers and Elementalists attacking your priest from a distance.
- Some Annihilation battles feature obelisks, which your team should attempt to control for an advantage.
 Take your flag to the obelisk to control it.

CAPTURE THE RELIC

In a Capture the Relic battle, two teams compete to collect enemy relics within a 10-minute period. To score a point, capture the enemy's relic and bring it to your Ghostly Hero. Another relic will spawn when the first is delivered; capture as many relics as possible before the clock runs out. This battle type features a Resurrection Circle as well as braziers, which keep track of the score. The color and intensity of the flames (small, medium, and large) indicate which team is winning and by how many points.

Win Condition: Collect more relics than the opposing team before the clock runs out.

Lose Condition: Collect fewer relics than the opposing team before the clock runs out.

NPCs: Ghostly Hero

Morale Boost: Kill the enemy Ghostly

Tips:

- While carrying a relic, avoid using skills or attacking, otherwise you'll drop the relic.
- Movement is slowed while carrying a relic; due to their heavy armor and speed-enhancing skills, Warriors often make the best relic runners.
- Press and hold left-Alt and rotate the view to find a relic on the ground.
- Use movement debuffs to defend your team's relic.
- Some Capture the Relic battles feature a door; controlling the door is the key to victory in these battles.

KING OF THE HILL

The object of King of the Hill battles is to be the team in control of the dais when the clock runs out. Your Ghostly Hero must claim the dais using a special skill which takes 5 seconds to complete. This battle type features a Resurrection Circle.

Win Condition: Your team controls the dais when the clock runs out.

Lose Condition: The opposing team controls the dais when the clock runs out, or your party is defeated and is unable to resurrect.

NPCs: Ghostly Hero

Morale Boost: Awarded every two minutes your team controls the dais.

ALLIANCE BATTLES

Alliance battles are a new type of PvP gameplay driven by the ongoing conflict between the Luxons of the Jade Sea and the Kurzicks of the petrified Echovald Forest. Every alliance must choose a side, even when that alliance is by default made up of a single guild. In order to participate in alliance battles and to have an opportunity to control territory, your alliance leader must meet with the Luxon Ambassador in Cavalon or the Kurzick Ambassador in House zu Heltzer and formally declare your allegiance. The allegiance of your alliance does not restrict what faction individual alliance members can earn, but only faction points from the chosen side may be used to help your alliance control territory. There are other perks of choosing a faction, too. If you're in a town aligned with the Kurzicks and your alliance is aligned with the Luxons, for example, some NPCs will refuse to trade with you. You may find some quests are not offered, and other new quests are up for the taking.

TERRITORY CONTROL

Faction determines the allegiance of your alliance, but the actual control of territory is won and lost in alliance battles that are constantly ongoing between the two sides. At regular intervals, the number of wins and losses scored by sympathizers with either faction is calculated. Based on the score, the border between Kurzick- and Luxon-controlled territory may move east or west. If the newly determined border places a Kurzick-controlled town, outpost, or mission location in Luxon territory, the



Luxons take over. Some such locations, including the faction capitals House zu Heltzer (Kurzick) and Cavalon (Luxon), cannot be controlled by the opposing side, but the territorial border could conceivably encircle them deep within enemy lands. Each district has its own border; you may find conditions are different depending on which district you choose to join.

JOINING AN ALLIANCE BATTLE

Though there are five different types of alliance battles fought to determine territory control, only one will be available at any given time. That map will be chosen based on the current amount of territory controlled by either faction. For game balance purposes, the more territory one side controls, the more advantageous the map will be for the side with less territory. For example, if the Luxons control 4/5 of the area, the map that is the most Kurzick-friendly will appear as playable.

To enter an alliance battle, you need only form a team and speak to the ambassador NPC designated by your faction to transport combatants to the current battle's location. These NPCs can be found in any faction-aligned town.

FACTION TERRITORY

The denizens of certain towns and outposts honor the alliances with the most faction on either the Kurzick or the Luxon side. Control of these towns will pass to either faction depending on the combined outcome of the ongoing alliance battles raging across their borders. These factionaligned towns will proudly adopt the symbol of the alliance they honor, and when you visit them you will see that same symbol displayed on banners and flags decorating the area.

If you are a member of the faction town's honored alliance, the locals will treat you differently, saluting and otherwise showing their deep respect for your efforts. The symbol of an alliance is the same as the symbol of the original guild in that alliance. And remember, every guild is an alliance of one. Considering how many more players can join an alliance in total than can join a guild, however, it seems unlikely that an alliance of one will be able to see their symbol on the map.

FACTION RANK AND ELITE MISSIONS

Top-ranked alliances are the only players in the game given access to elite missions. Access is provided by a special NPC found in a part of each capital into which only members of the number one alliances can enter. This is similar in some respects to the way in which players are transported into alliance battles.

CONTESTED LOCATIONS

There are 18 towns and outposts that can be contested. The top two on either side of the territorial border will never change hands, and all four of the top-ranked alliances in each faction will see their emblems appear there. The highest-ranked alliances are granted these honors by the capital of each side—those who have done the most for the Kurzicks will see that House zu Heltzer flies their banners high, while the alliance that the Luxons call heroes will see the towers of Cavalon adorned with their alliance symbol. The remaining fourteen contested towns are controlled by Luxons or Kurzicks depending on the results of alliance battles.

Easiest for Kurzicks to hold
2
1,71678
1
Easiest for Luxons to hold

UNCONTESTED LOCATIONS

In addition to the contested towns and outposts, there are five outposts always held by Kurzick NPCs and five outposts always held by Luxon NPCs. These outposts never change hands.

	Arborstone	Held by Kurzick NPCs
	Fort Aspenwood (Kurzick)	Held by Kurzick NPCs
	The Jade Quarry (Kurzick)	Held by Kurzick NPCs
	The Eternal Grove	Held by Kurzick NPCs
	Unwaking Waters (Kurzick)	Held by Kurzick NPCs
	Boreas Scabed	Held by Luxon NPCs
	Fort Aspenwood (Luxon)	Held by Luxon NPCs
	The Jade Quarry (Luxon)	Held by Luxon NPCs
-	Gyala Hatchery	Held by Luxon NPCs
	Unwaking Waters (Luxon)	Held by Luxon NPCs

KURZICK STRONGHOLDS	
House zu Heltzer	Held by the top-ranked Kurzick alliance
Altrumm Ruins	Held by the second-ranked Kurzick alliance
LUXON STRONGHOLDS	
Cavalon /	Held by the top-ranked Luxon alliance
The Aurios Mines	Held by the second-ranked Luxon alliance

ALLIANCE BATTLE: SALTSPRAY BEACH

CONTROL POINTS

- Saltspray Dragon Roos, spawns the Saltspray dragon hatchling.
- Hillside Resurrection Shrine
- Shore Resurrect Shrine
- Quarry Attack Point
- Shipwreck Attack Point
- o Bamboo Defense Point
- Waterfall Defense Point

DESCRIPTION

The Luxons and the Kurzicks are at war, and the central battlefield is Saltspray Beach. This contested ground contains seven control points which both sides fight over, scoring points for their team by holding the most control points. This is the most balanced alliance battle between the two sides, the map that players are taken to when territory control is roughly even between the factions. Each side in the alliance battle consists of three teams of four players (all three teams must be from the same faction) to create two squads of 12.

OBJECTIVE

 Capture and hold the control points. Be the first team to get 500 points.

GAMEPLAY

- Control points are captured by using influence, which
 is determined by which side has the most players and
 NPCs within range of that control point. Obviously,
 eliminating enemy players and control point defenders
 is the most efficient way to take over the control point.
- The scoring value of a control point increases the more players there are within range of that control point. In this way your team can earn points more quickly.
- Uncontrolled control points have a score value of zero.
- Every enemy player killed adds one point to your team's total score.
- There is no Death Penalty.
- Resurrection takes place at regular intervals.



NPCs

Saltspray Dragon Hatchling

This friendly NPC dragon will follow you once you meet it at control point 0. Only one Saltspray Dragon Hatchling can exist on this map at one time.

Control Point Defenders

When control points are claimed, faction-aligned NPC defenders of each profession appear. These defenders are tough, but not as tough as the almost indestructible base defender NPCs.

Base Defenders

Each side, Kurzick and Luxon, occupy a very well defended base that is virtually impregnable. The bases are defended by the most effective soldiers from each faction, and are almost equally untouchable.

ITEMS AND SKILLS

Shielding Urn

This bundle item may be carried in both hands. When it is dropped, all friendly players share a variable amount of damage reduction granted by the urn.

Battle Cry

Players within range receive a 15% speed boost, 15% attack speed buff, and 15% faster skill recharge for 60 seconds. The team that holds the attack points will receive this buff when they are near those attack points.

ALLIANCE BATTLE: ETNARAN KEYS

CONTROL POINTS

- o Seaside Attack Point
- o Heroic Elementalist Shrine: Spawns a Heroic Elementalist
- o Heroic Warrior Shrine: Spawns a Heroic Warrior
- o The Resurrect Shrine
- o Resurrection Orb Shrine
- o Melee Defense Point
- o Elemental Defense Point

DESCRIPTION

The Luxons and the Kurzicks are at war, and when the battle moves to the Etnaran Keys, it means that the Kurzicks have begun to gain the upper hand by driving their Luxon enemies back into the Jade Sea. Although this battleground is a sign that the Luxons are falling behind in the war, terrain and familiarity give them a slight advantage on the field. Each side in the alliance battle consists of three teams of four players (all three teams must be from the same faction) to create two squads of 12. The goal is to gain command of seven control points and by so doing, outscore your opponents.

GAMEPLAY

- Control points are captured by using influence, determined by which side has the most players and NPCs within range of that control point. Obviously, climinating enemy players and control point defenders is the most efficient way to take over the control point.
- The scoring value of a control point increases the more players are within range of that control point. In this way your team can earn points more quickly.
- Uncontrolled control points have a score value of zero.
- Every enemy player killed adds one point to your team's total score.
- There is no Death Penalty.
- Resurrection takes place at regular intervals.

OBJECTIVE

 Capture and hold the control points. Be the first team to get 500 points.

NPCS

Heroic Elementalist

This NPC spawns as a follower for control point 1. A powerful Elementalist.

Heroic Warrior

This NPC spawns as a follower for control point 2. A powerful Warrior.



Control Point Defenders

When control points are claimed, faction-aligned NPC defenders of each profession appear. These defenders are tough, but not as tough as the almost indestructible base defender NPCs.

Base Defenders

Each side, Kurzick and Luxon, occupy a very well defended base that is virtually impregnable. The bases are defended by the most effective soldiers from each faction, and are almost equally untouchable.

ITEMS AND SKILLS

Resurrection Orb

Players in the area of the orb when it drops are resurrected. Drop it to break the orb and resurrect allies in the area.

Battle Cry

Players within range receive a 15% speed boost, 15% attack speed buff, and 15% faster skill recharge for 60 seconds. The team that holds the attack points will receive this buff when they are near those attack points.

Melee Defense Zone

Players within range receive a chance to "block."

Elemental Defense Zone

Players within range receive an armor bonus vs. all elements.

ALLIANCE BATTLE: GRENZ FRONTIER

CONTROL POINTS

- o Stream Attack Point
- o Heroic Elementalist Shrine: Spawns a Heroic Elementalist
- o Heroic Warrior Shrine: Spawns a Heroic Warrior
- o The Resurrect Shrine
- o Resurrection Orb Shrine
- o Melee Defense Point
- o Elemental Defense Point

DESCRIPTION

The Luxons and the Kurzicks are at war, and when the fight moves to the Grenz Frontier, it means that the Luxons are beginning to get the upper hand in the war for territory. Although this battleground is a sign that the Kurzicks are falling behind in the war, terrain and familiarity give the Kurzicks a slight advantage on the field. Each side in the alliance battle consists of three teams of four players (all three teams must be from the same faction) to create two squads of 12. The goal is to gain command of seven control points and by so doing, outscore your opponents.

GAMEPLAY

- Control points are captured by using influence, which
 is determined by which side has the most players and
 NPCs within range of that control point. Obviously,
 eliminating enemy players and control point defenders
 is the most efficient way to take over the control point.
- The scoring value of a control point increases the more players are within range of that control point. In this way your team can earn points more quickly.
- Uncontrolled control points have a score value of zero.
- Every enemy player killed adds one point to your team's total score.
- There is no Death Penalty.
- Resurrection takes place at regular intervals.

OBJECTIVE

 Capture and hold the control points. Be the first team to get 500 points.

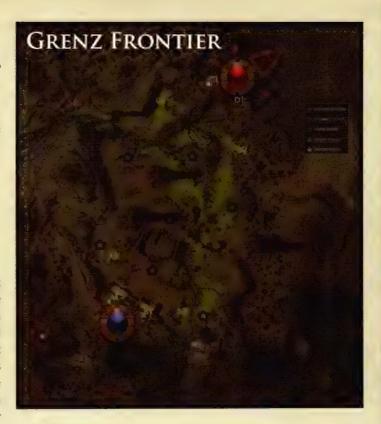
NPCS

Heroic Elementalist

This NPC spawns as a follower for control point 1. A powerful Elementalist.

Heroic Warrior

This NPC spawns as a follower for control point 2. A powerful Warrior.



Control Point Defenders

When control points are claimed, faction-aligned NPC defenders of each profession appear. These defenders are tough, but not as tough as the almost indestructible base defender NPCs.

Base Defenders

Each side, Kurzick and Luxon, occupy a very well defended base that is virtually impregnable. The bases are defended by the most effective soldiers from each faction, and are almost equally untouchable.

ITEMS AND SKILLS

Resurrection Orb

Players in the area of the orb when it drops are resurrected. Drop it to break the orb and resurrect allies in the area.

Battle Cry

Players within range receive a 15% speed boost, 15% attack speed buff, and 15% faster skill recharge for 60 seconds. The team that holds the attack points will receive this buff when they are near those attack points.

Melee Defense Zone

Players within range receive a chance to "block."

Elemental Defense Zone

Players within range receive an armor bonus vs. all elements.

ALLIANCE BATTLE: KAANAI CANYON

CONTROL POINTS

- Gadget Station
- o Heroic Ranger Shrine
- o Heroic Warrior Shrine
- West Attack Point
- East Attack Point
- West Resurrect Base
- o East Resurrect Base

DESCRIPTION

The Luxons and the Kurzicks are at war. If the alliance battle has reached the Kaanai Canyon, then the Kurzicks have driven the Luxons back to their holdout position. Extra defenses and familiarity give the Luxons a definite strategic advantage here, no matter how the greater war is going. Each side in the alliance battle consists of three teams of four players (all three teams must be from the same faction) to create two squads of 12. The goal is to gain command of seven control points and by so doing, outscore your opponents.

GAMEPLAY

- Control points are captured by using influence, which
 is determined by which side has the most players and
 NPCs within range of that control point. Obviously,
 eliminating enemy players and control point defenders
 is the most efficient way to take over the control point.
- The scoring value of a control point increases the more players are within range of that control point. In this way your team can earn points more quickly.
- Uncontrolled control points have a score value of zero,
- Every enemy player killed adds one point to your team's total score.
- · There is no Death Penalty.
- Resurrection takes place at regular intervals.

OBJECTIVE

 Capture and hold the control points. Be the first team to get 500 points.

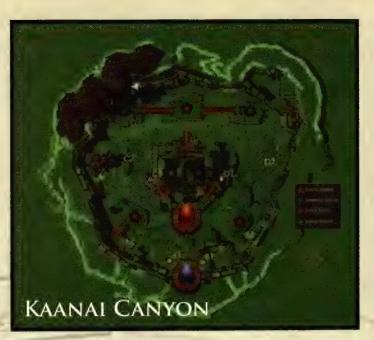
NPCs

Powerful Ranger

This NPC spawns as a follower for control point 0.

Powerful Warrior

This NPC spawns as a follower for control point 1.



Control Point Defenders

When control points are claimed, faction-aligned NPC defenders of each profession appear. These defenders are tough, but not as tough as the almost indestructible base defender NPCs.

Base Defenders

Each side, Kurzick and Luxon, occupy a very well defended base that is virtually impregnable. The bases are defended by the most effective soldiers from each faction, and are almost equally untouchable.

ITEMS AND SKILLS

Powder Keg

Drop near a defensive gate to destroy it (Kurzicks only).

Repair Kit

Bring to a defensive gate to repair it (Luxons only).

Battle Cry

Players within range receive a 15% speed boost, 15% attack speed buff, and 15% faster skill recharge for 60 seconds. The team that holds the attack points will receive this buff when they are near those attack points.

ALLIANCE BATTLE: THE ANCESTRAL LANDS

CONTROL POINTS

- o Gadget Station
- o Heroic Ranger Shrine
- o Heroic Warrior Shrine
- o North Attack Point
- South Attack Point
- South Resurrect Base
- North Resurrect Base

DESCRIPTION

The Luxons and the Kurzicks are at war. If the alliance battle has reached the Ancestral Lands, then the Luxons have driven the Kurzicks back to their holdout position. Extra defenses and familiarity give the Kurzicks a definite strategic advantage here, no matter how the greater war is going. Each side in the alliance battle consists of three teams of four players (all three teams must be from the same faction) to create two squads of 12. The goal is to gain command of seven control points and by so doing, outscore your opponents.

GAMEPLAY

- Control points are captured by using influence, which
 is determined by which side has the most players and
 NPCs within range of that control point. Obviously,
 eliminating enemy players and control point defenders
 is the most efficient way to take over the control point.
- The scoring value of a control point increases the more players are within range of that control point. In this way your team can earn points more quickly.
- Uncontrolled control points have a score value of zero.
- Every enemy player killed adds one point to your team's total score.
- There is no Death Penalty.
- Resurrection takes place at regular intervals.

OBJECTIVE

Capture and hold the control points. Be the first team to get 500 points.

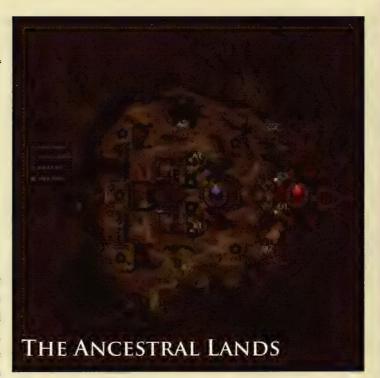
NPCS

Powerful Ranger

This NPC spawns as a follower for control point 0.

Powerful Warrior

This NPC spawns as a follower for control point 1.



Control Point Defenders

When control points are claimed, faction-aligned NPC defenders of each profession appear. These defenders are tough, but not as tough as the almost indestructible base defender NPCs.

Base Defenders

Each side, Kurzick and Luxon, occupy a very well defended base that is virtually impregnable. The bases are defended by the most effective soldiers from each faction, and are almost equally untouchable.

ITEMS AND SKILLS

Powder Keg

Drop near a defensive gate to destroy it (Luxons only).

Repair Kit

Bring to a defensive gate to repair it (Kurzicks only).

Battle Cry

Players within range receive a 15% speed boost, 15% attack speed buff, and 15% faster skill recharge for 60 seconds. The team that holds the attack points will receive this buff when they are near those attack points.



Appendix A: Heroes, Enemies, and Creatures

Enemies and creatures are found in every region of Guild Wars Factions, and almost all of them would like to see your character dead. The exceptions are creatures that Ranger characters can tame as pets. Potential pets will not attack heroes automatically. but will defend themselves if the heroes attack them first. Here you will find details about your hero character, the regional location of all enemies and creatures, along with a look at the specific professions and skills possessed by your foes.

nelo Attilibutes		
LEVEL	LVL COST	TOTAL COST
1	1	1
2	2	3
8	3	9
4	7	10
5	2	15
9	9	21
7	7	28
8	6	37
6	11	48
10	13	61
11	16	77
12	20	76

12	20	97
Date		

	ARMOR	32	40	40	40	32	40	ovolve to Dire/Hearty
	DMG	2-2	7-9	6-2	6-2	2-9	6-1	unless the
	LVL	62	5	5	N)	3	25	no formula
ets	NIMAL	rane	llue Lurker	hoenix	eef Lurker	iger	Vhite Tiger	the state of a specific and a specific state of the state

All pets use the same damage formula unless they evoive to Din 2-4 DMG, Iv1 pet 17-28 DMG, Lv1 20 pet Dmg=Slash Attack Speed=2 sec. Beast Maskery attribute modifies the attack bonus for pets.

bonus for pets.	ess they evolve.		
Beast Mastery attribute modifies the attack bonus for pets.	All pets have the same armor and health unless they evolve.		
Beast Mastery at	All pets have the	AL=20 at Ivi 1	AL=80 at Ivi 20

Guild Registrar	
EQUIPMENT	COST
Guild Creation	100g
Guild Cape	100g
Guild Hall	Sigil

EL EXP HEALTH 0 100 2000 120 2600 140 3200 140 3200 160 4400 200 5000 220 5000 220 5000 220 6800 280 6800 380 9200 360 9200 440 11000 420 11200 460	Experience		
	LEVEL	EXP	НЕАГТН
		0	100
		2000	120
		2600	140
	of consistent of the	3200	160
		3800	180
		4400	200
		5000	220
	Section of the second	5600	240
		6200	260
		0089	280
		7400	300
		8000	320
		8600	340
in the state of th		9200	360
17		9800	380
12 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2		10400	400
		11000	420
	St. Miles and	11600	440
		12200	460
		12800	480



Callings													
Family	Name	Boss	Level	AL	Armor otes	Prof	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
Am Fah	Am Fah Assassin		20	70	T.	Assassin	Unsuspecting Strike	Fox Fangs	Blinding Powder		Flashing Blades		
Am Fafi	Am Fah Healen		20	09		Monk	Infuse Health	Heaven's Delight	Purge Condi- tions		Martyr		
Am Fah	Am Fah Marksman		20	7.0	Armor vs. Elemental Damage 30	Ranger	Apply Poison	Focused Shot	Viper's Nest		Lacerate		
Am Fah	Am Fah Necromancer		20	09		Necromancer	Vile Miasma	Death Nova	Barbed Signet	Soul Feast	Blood is Power		
Am Fah	Chan the Dragons Blood	(p)	24	09		Necromancer					Blood is Power	-	
Am Fah	Cho, Spirit Empath	(q)	24	09		Ritualist					Spirit Channeling		
Am Fah	Chung, the Attuned	(q)	24	09		Elemental					Elemental Attun- ernent		
Am Fah	Lou, of the Knives	(a)	24	02		Assassin					Flashing Blades		
Am Fah	Meynsang the Sadistic	(q)	24	02	Armor vs. Elemental Damage 30	Ranger					Lacerate		
Am Fah	Mina Shatter Storm	(Q)	24	09		Mesmer					Shatter Storm		
Am Fah	Rien, the Martyr	(p)	24	09		Monk					Martyr		
Am Fah	Sun, the Quivering	(q)	24	80	Armor vs. Elemental Damage 20	Warrior					Quivering Blade		
Aquatic / Crustacean	Ancient Irukandji		29	79	Armor vs. Elemental Damage 40 Armor vs. Physical Damage -10	Elemental	Maelstrom	Frozen Burst	Obsidian Flame	Ward Against Melee	Ward Against Harm	Glyph of Lesser Energy	Aura of Restoration
Aquatic / Crustacean	Blessed Manta		28	72		Monk	Heaven's Delight	Jamei's Gaze	Karei's Heal- ing Circle				
Aquatic / Crustacean	Creeping Carp		22	92	Armor vs. Elemental Damage 30	Ranger					Quick Shot		
Aquatic / Crustacean	Darkened Irukandji		28	96		Ritualist							
Aquatic / Crustacean	Darkened Irukandji		28	96		Ritualist							
Aquatic / Crustacean	Healing Manta		22	99		Monk					Healing Light		
Aquatic / Crustacean	Irukandji		22	BB		Ritualist					Ritual Lord		
Aquatic / Crustacean	KaySey Stormray	(q)	26	99		Monk							
Aquatic / Crustacean	Leviathon Arm		28	100	Armor vs. Elemental Damage 20 Armor vs. Blunt Damage -40 Armor vs. Pierce Damage 40	Warrior	Mighty Blow	Irresistible Blow	Leviathan's Sweep	Distracting Blow	Primal Rage		
Aquatic / Crustacean	Leviathon Claw		24	92	Armor vs. Elemental Damage 20 Armor vs. Blunt Damage -40 Armor vs. Pierce Damage 40	Warrior	Mighty Blow	Inesistible Blow	Leviathan's Sweep	Distracting Blow	Primal Rage		
Aquatic / Crustacean	Leviathon Eye		24	72	Armor vs. Blunt Damage 40 Armor vs. Pierce Damage 40	Mesmer	Energy Tap	Illusion of Pain	Expel Hexes		Echo		
Aquatic / Crustacean	Leviathon Head		28	72	Armor vs. Blunt Damage -40 Armor vs. Pierce Damage 40	Ranger	Hunter's Shot	Storm Chaser	Choking Gas		Quick Shot		
Aquatic / Crustacean	Leviathon Mind		28	72	Armor vs. Blunt Damage -40 Armor vs. Pierce Damage 40	Mesmer	Energy Tap	Illusion of Pain	Expel Hexes		Echo		
Aquatic / Crustacean	Leviathon Mouth		24	72	Armor vs. Blunt Damage 40 Armor vs. Pierce Damage 40	Ranger					Quick Shot		
Aquatic / Crustacean	Mohby Windbeak	(q)	24	72	Armor vs. Blunt Damage -40 Armor vs. Pierce Damage 40	Mesmer	Energy Tap	Illusion of Pain	Expel Hexes				

Skill 7																									
Skill 6																									
Skill 5						Healing Light																			
Skill 4																									
Skill 3			Expel Hexes	Death Blos- som							Reverse Hex	Marauder's Shot				Marauder's Shot		Conjure Phantasm		Conjure Phantasm	Reverse Hex				Shelter
Skill 2			Illusion of Pain	Temple Strike	Scourge Healing						Signet of Devotion	Kindle Arrows	Imagined Burden	Signet of Devotion	Kindle Arrows	Kindle Arrows		Imagined Burden		Imagined Burden	Signet of Devotion			Painful Bond	Painful Bond
Skill 1		Disenchantment	Energy Tap	Jagged Strike	Balthazar's Aura		Wurm Siege				Signet of Rage	Called Shot	Accumulated Pain	Signet of Rage	Called Shot	Called Shot	Signet of Rage	Accumulated Pain	Accumulated Pain	Accumulated Pain	Signet of Rage	Called Shot	Pain	Pain	Pain
Prof	Ranger	Ritualist	Mesmer	Assassin	Monk	Monk	Ranger	Ritualist	Elemental	Warrior	Monk	Ranger	Mesmer	Monk	Ranger	Ranger	Monk	Mesmer	Mesmer	Mesmer	Monk	Ranger	Ritualist	Ritualist	Ritualist
Armor NOTES	Armor vs. Elemental Damage 30		Armor vs. Blunt Damage -40 Armor vs. Pierce Damage 40				Armor vs. Elemental Damage 30			Armor vs. Elemental Damage 20		Armor vs. Elemental Damage 30				Armor vs. Elemental Damage 30						Armor vs. Elemental Damage 30			
AL	92	96	72	82	72	99	82	88	31	20	4	46	33	23	31	55	13	09	13	48	09	19	13	33	09
Level	26	24	28	民	28	22	30	56	14	14	#	12	80		7	15	ಣ	15	ю	12	15	m	က	80	15
Boss	Q		(g)				(q)	(q)	(q)	(g)				N						*.					- P
Name	Razorjaw Longspine	Reborn Irukandji	Reefclaw Ragebound	Ripper Carp	Scourge Manta	Scuttle Fish	The Leviathon	Whispering Ritual Lord	Auri the Skull Wand	Cho Wei the Skull Axe	Crimson Skull Acolyte	Crimson Skull Archer	Crimson Skull Ether Fiend	Crimson Skull Healer	Crimson Skull Hunter	Crimson Skull Longbow	Crimson Skull Mender	Crimson Skull Mentalist	Crimson Skull Mesmer	Crimson Skull Mind Song	Crimson Skull Priest	Crimson Skull Raider	Crimson Skull Ritualist	Crimson Skull Seer	Crimson Skull Spirit Lord
Family	Aquatic / Crustacean	Aquatic / Crustacean			Aquatic / Crustacean		Aquatic / Crustacean	Aquatic / Crustacean	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson Skull	Crimson	Crimson Skull

Family	Name	Rose	laval	A	Armor NOTES	Prof	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
_	Crimson Skull Spirtualist					Ritualist	Pain	Painful Bond	Shelter				
Crimson	Feng the Skull Symbol	(q)	14	34		Monk							
Crimson Skull	Jin the Skull Bow	(q)	14	40	Armor vs. Elemental Damage 30	Ranger							
Crimson Skuli	Miki the Skull Spirit	(q)	14	34		Ritualist					Grasping Was Kuurong		
Crimson Skull	Pei the Skull Blade	(q)	14	40		Assassin							
Crimson Skull	Sulmeng the Skull Staff	(q)	14	31		Mesmer							
Crimson Skull	Yingko the Skull Claw	(q)	14	31		Necromancer							
Demon	Kanaxai	(q)	30	82	Armor vs. Elemental Damage 30	Assassin							Demonic Agility
Demon	Kraken Spawn		24	72		Mesmer	Energy Tap	Illusion of Pain	Expet Hexes				
Demon	Lesser Oni		6	37		Assassin	Jagged Strike	Fox Fangs				Scorpion	Demonic Agility
Demon	Oni		28	82		Assassin	Jagged Strike	Fox Fangs	Homs of the Ox	Shadow Refuge		Scorpion Wire	Demonic Agility
Demon	Oni		16	58		Assassin	Jagged Strike	Fox Fangs	Horns of the Ox			Scorpion	Demonic Agility
Demon	Oni		24	82		Assassin	Jagged Strike	Fox Fangs	Horns of the Ox	Shadow Refuge	Shadow Shroud	Scorpion Wire	Demonic Agility
Demon	Oni of the Deep		28	82		Assassin	Jagged Strike	Temple Strike	Horns of the Ox	Shadow Refuge		Viper's Defense	Demonic Agility
Demon	Shadow of Kanaxai		28	82		Assassin							Demonic Agility
Demon	Shadow of Kanaxai		24	82		Assassin							Demonic Agility
Demon	Shrouded Oni		24	82		Assassin	Jagged Strike	Fox Fangs	Homs of the Ox	Shadow Refuge		Scorpion	Demonic Agility
Demon	The Kraken	(q)	28	82	Armor vs. Elemental Damage 30	Ranger	Jade Fury	Resurrect					Stun Immunity
Dragon	Bonesnap Turtle		11	33		Necromancer							
Dragon	Corrupted Scale		10	30	Armor vs. Elemental Damage 120	Ranger	Renewing Corruption						
Dragon	Corrupted Spore		10	30	Armor vs. Elemental Damage 120	Ranger	Renewing Corruption						
Dragon	Kuunavang	(q)	99	88		Elemental			Dark Chain Lightning			Seadragon Health Tngger	Stun Immunity
Dragon	Rockhide Dragon		24	72		Elemental					Second Wind		
Dragon	Saltspray Dragon		24	72		Elemental	Inferno	Breath of Fine	Lightning Touch	Aura of Restoration	Ride the Lightning		
Dragon	Saltspray Dragon Hatching		20	09		Elemental	Inferno	Breath of Fire	Lightning Touch		Ride the Lightning		
Dragon	Snapjaw Windshell	(q)	28	72		Elemental					Second Wind		
Dragon	Wiseroot Shatterstone	(q)	28	72		Elemental	Shatterstone	Blurred Vision	Arc Lightning	Aura of Restoration	Shatterstone		
Dredge	Dredge Gardener		24	72		Monk	Life Bond	Shielding Hands	Reversal of Fortune	Shield Guardian	Boon Signet		
Dredge	Dredge Gatherer		24	82	Armor vs Elemental Damage 30	Ranger	Spike Trap	Apply Poison	Savage Shot	Troll Unguent	Archer's Signet		
Dredge	Dredge Guardian		24	92	Armor vs. Elemental Damage 20	Warrior	Savage Slash	Final Thrust	Wild Blow	Healing Signet	Shove		
Dredge	Dredge Gutter		24	82		Assassin	Sharpen Daggers	Dancing Daggers		Shadow Refuge	Shadow Form		

Savage Shot Recuperation Shatter En- Ether Feast chantment Recuperation		rides Final Thrust Savage Shot Apply Poison Savage Shot Splinter Weapon Energy Tap Shatter En-	Hundred Blades Final Thrust Spike Trap Apply Poison Savage Shot Spirit Light Spirit Light Spiriter Weapon	Hundred Blades Final Thrust Spike Trap Apply Poison	Armor vs. Elemental Damage 20 Warrior Hundred Blades Final Thrust Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison Rinalist Sniril Link Snirils Sniril Link	Armor vs. Elemental Damage 20 Warrior Hundred Blades Final Thrust Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison	92 Armor vs. Elemental Damage 30 Warrior Hundred Blades Final Thrust 82 Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison	92 Armor vs. Elemental Damage 20 Warrior Hundred Blades Final Thrust 82 Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison
Shatter En chantment	uo	Apply Poison Splinter Weapon Energy Tap	Spire Trap Apply Poison t Spirit Light Splinter Weapon	Ranger Spike Trap Apply Poison	Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison Rihalist Snirit inti Solinter Weanon	82 Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison	82 Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison	28 82 Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison
Shatter En- chantment		Splinter Weapon Energy Tap	Spirit Light Splinter Weapon	1000	Rinalist Spirit Johi		Distriction Onition Control	
Shatter En- chantment		Energy Tap		Spirit Light	and		אווחמוואן סאווי דילויוני	72 Ritualist Spirit Light
Rayareal of			Mind Wrack Energy Tap		Mind Wrack Energy Tap	Mesmer Mind Wrack Energy Tap	72 Mesmer Mind Wrack Energy Tap	28 72 Mesmer Mind Wrack Energy Tap
	Shielding Hands Reversal of Shield Guardian Fortune	Reversal of Fortune	Life Bond Shielding Hands Reversal of Fortune	Shielding Hands Reversal of Fortune	Life Bond Shielding Hands Reversal of Fortune	Monk Life Bond Shielding Hands Reversal of Fortune	72 Monk Life Bond Shielding Hands Reversal of Fortune Fortune	28 72 Monk Life Bond Shielding Hands Reversal of Fortune
Shot	Shot	Savage Shot	Spike Trap Apply Poison Savage Shot	Apply Poison Savage Shot	Ranger Spike Trap Apply Poison Savage Shot	Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison Savage Shot	82 Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison Savage Shot	28 82 Armor vs. Elemental Damage 30 Ranger Spike Trap Apply Poison Savage Shot
Fireball Aura of Restoration		Fireball	Lava Font Bed of Coals Fireball	Bed of Coals Fireball	Lava Font Bed of Coals Fireball	Elemental Lava Font Bed of Coals Fireball	72 Elemental Lava Font Bed of Coals Fireball	28 72 Elemental Lava Font Bed of Coals Fireball
Wild Blow Healing Signet		Wild Blow	Savage Slash Final Thrust Wild Blow	Final Thrust Wild Blow	Warrior Savage Slash Final Thrust Wild Blow	Armor vs. Elemental Damage 20 Warrior Savage Slash Final Thrust Wild Blow	92 Armor vs. Elemental Damage 20 Warrior Savage Slash Final Thrust Wild Blow	28 92 Armor vs. Elemental Damage 20 Warrior Savage Slash Final Thrust Wild Blow
Horns of Shadow Refuge the Ox		Horns of the Ox	Disrupting Stab Jungle Strike Horns of the Ox	Jungle Strike Horns of the Ox	Disrupting Stab Jungle Strike Horns of the Ox	Assassin Disrupting Stab Jungle Strike Homs of the Ox	82 Assassin Disrupting Stab Jungle Strike Homs of the Ox	28 82 Assassin Disrupting Stab Jungle Strike Horns of the Ox
				Ritualist		Ritualist	72 Ritualist	28 72 Ritualist
	gers Gale	gers Gale	Teinai's Wind Stone Daggers Gale	Teinai's Wind Stone Daggers Gale	Elemental Teinai's Wind Stone Daggers Gale	Armor vs. Blunt Damage 40 Armor Elemental Teinai's Wind Stone Daggers Gale vs. Cold Damage 40	112 Armor vs. Blunt Damage 40 Armor Elemental Teinai's Wind Stone Daggers Gale vs. Cold Damage 40	28 112 Amor vs. Blunt Damage -40 Amor Elemental Teinai's Wind Stone Daggers Gale vs. Cold Damage -40
Defile Flesh Parasitic Bond	Defile Flesh	Suffering Defile Flesh	Chilblains Suffering Defile Flesh	Suffering Defile Flesh	Necromanoer Chilblains Suffering Defile Flesh	Amor vs. Blunt Damage 40 Amor Necromancer Chilblains Suffering Defile Flesh vs. Cold Damage 40	112 Armor vs. Blunt Damage 40 Armor Necromancer Chilblains Suffering Defile Flesh vs. Cold Damage 40	28 112 Armor vs. Blunt Damage 40 Armor Necromancer Chilblains Suffering Defile Flesh vs. Cold Damage 40
Endure Pain	Endure Pain	Mighty Blow Endure Pain	Mighty Blow		Warrior Mighty Blow	Armor vs. Blunt Damage -40 Armor Warrior Mighty Blow vs. Cold Damage -40	112 Armor vs. Blunt Damage 40 Armor Warrior Mighty Blow vs. Cold Damage 40	28 112 Armor vs. Blunt Damage -40 Armor Warrior Mighty Blow vs. Cold Damage -40
Spirit Bond Reversal of Fortune		Spirit Bond	Signet of Rage Smite Hex Spirit Bond	Smite Hex Spirit Bond	Monk Signet of Rage Smite Hex Spirit Bond	Armor vs. Blunt Damage -40 Armor Monk Signet of Rage Smite Hex Spirit Bond vs. Cold Damage -40	112 Armor vs. Blunt Damage -40 Armor Monk Signet of Rage Smite Hex Spirit Bond vs. Cold Damage -40	28 112 Amnor vs. Blunt Damage -40 Amnor Monk Signet of Rage Smite Hex Spirit Bond vs. Cold Damage -40
Defile Flesh Parasitic Bond		Defile Flesh	Chiblains Suffering Defile Flesh	Suffering Defile Flesh	Necromancer Chilblains Suffering Defile Flash	Armor vs. Blunt Damage -40 Armor Necromancer Chilblains Suffering Defile Flesh vs. Cold Damage -40	112 Armor vs. Blunt Damage -40 Armor Necromancer Chilblains Suffering Defile Flesh vs. Cold Damage -40	28 112 Armor vs. Blunt Damage -40 Armor Necromancer Chilblains Suffering Defile Flash vs. Cold Damage -40
Endure Pain			Mighty Blow	Warrior Mighty Blow	Warrior Mighty Blow	Armor vs. Blunt Damage -40 Armor Warrior Mighty Blow vs. Cold Damage -40	112 Armor vs. Blunt Damage -40 Armor Warrior Mighty Blow vs. Cold Damage -40	28 112 Armor vs Blunt Damage -40 Armor Warrior Mighty Blow vs. Cold Damage -40
Spirit Bond Reversal of Fortune	Spirit Bond	ge Smite Hex Spirit Bond	Signet of Rage Smite Hex Spirit Bond	Monk Signet of Rage Smite Hex Spirit Bond	Monk Signet of Rage Smite Hex Spirit Bond	Armor vs. Blunt Damage 40 Armor Monk Signet of Rage Smite Hex Spirit Bond vs. Cold Damage 40	112 Armor vs. Blunt Damage -40 Armor Monk Signet of Rage Smite Hex Spirit Bond vs. Cold Damage -40	28 112 Armor vs. Blunt Damage 40 Armor Monk Signet of Rage Smite Hex Spirit Bond vs. Cold Damage 40
Endure Pain	Endure Pain		Mighty Blow		Warrior Mighty Blow	Armor vs. Blunt Damage 40 Armor Warrior Mighty Blow vs. Cold Damage 40	109 Armor vs. Blunt Damage -40 Armor Warrior Mighty Blow vs. Cold Damage -40	109 Armor vs. Blunt Damage -40 Armor Warrior Mighty Blow vs. Cold Damage -40
Endure Pain	Endure Pain	Mighty Blow Endure Pain	Mighty Blow	age -40 Armor Warrior Mighty Blow	Warrior Mighty Blow	Armor vs. Blunt Damage 40 Armor Warrior Mighty Blow vs. Cold Damage 40	109 Armor vs. Blunt Damage 40 Armor Warrior Mighty Blow vs. Cold Damage 40	27 109 Armor vs. Blunt Damage 40 Armor Warrior Mighty Blow vs. Cold Damage 40
Gale	Stone Daggers Gale	Stone Daggers	wigity blow [al Temai's Wind Stone Daggers	Elemental Tenai's Wind Stone Daggers	vs. Cold Damage 40 Amnor Silvin Damage 40 Amnor Elemental Tenai's Wind Stone Daggers	109 Armor vs. Burt Danage -40 Armor Elemental Tenais Wind Stone Daggers	vs. Cold Damage 40 vs. Cold Damage 40 Amor Elemental Tenai's Wind Stone Daggers	vs. Cold Damage 40 vs. Cold Damage 40 23 109 Armor vs. Blutt Damage 40 Armor Elemental Temai's Wind Stone Daggers
Gale	ggers	nd Stone Daggers	Teinai's Wind Stone Daggers	Elemental Tennai's Wind Stone Daggers	vs. Cold Damage -40 Armor vs. Blunt Damage -40 Armor Elemental Teinai's Wind Stone Daggers vs. Cold Damage -40	109 Armor vs. Blunt Damage -40 Armor Elemental Tenai's Wind Stone Daggers vs. Cold Damage -40	109 Armor vs. Blunt Damage -40 Armor Elemental Tenai's Wind Stone Daggers vs. Cold Damage -40	23 109 Armor vs. Blunt Damage -40 Armor Elemental Teinai's Wind Stone Daggers vs. Cold Damage -40
Endure Pain Gale	ggers	Stone Daggers	Mighty Blow Tennai's Wind Stone Daggers	Warrior Mighty Blow Elemental Tennai's Wind Stone Daggers	Amor vs. Blunt Damage 40 Amor Warrior Mighty Blow vs. Cold Damage 40 Amor Elemental Tenai's Wind Stone Daggers vs. Cold Damage 40	109 Armor vs. Blunt Damage -40 Armor Varrior Mighty Blow vs. Cold Damage -40 Armor Elemental Tenai's Wind Stone Daggers vs. Cold Damage -40 Armor Vs. Blunt Damage -40 Armor Vs. Blunt Damage -40 Armor Vs. Blunt Damage -40 Armor Vs. Cold Damage -40 Armor	27 109 Amor vs. Blunt Damage 40 Amor Warrior Mighty Blow vs. Cold Damage 40 Amor vs. Blunt Damage 40 Amor Elemental Temai's Wind Stone Daggers vs. Cold Damage 40	(b) 27 109 Armor vs. Blunt Damage 40 Armor Warrior Mighty Blow vs. Cold Damage 40 Armor vs. Blunt Damage 40 Armor Elemental Temai's Wind Stone Daggers vs. Cold Damage 40
Endure	ggers	Stone Daggers	Mighty Blow Mighty Blow Tennai's Wind Stone Daggers	Warrior Mighty Blow Warrior Mighty Blow Elemental Tenrai's Wind Stone Daggers	Armor vs. Blunt Damage 40 Armor vs. Cold Damage 40	109 Armor vs. Blunt Damage -40 Armor Varrior Mighty Blow vs. Cold Damage -40 Armor Varrior Warrior Mighty Blow vs. Cold Damage -40 Armor Varrior Warrior Wighty Blow vs. Cold Damage -40 Armor Elemental Tenrais Wind Stone Daggers vs. Cold Damage -40 Armor Parrior Elemental Tenrais Wind Stone Daggers	23 109 Amor vs. Blunt Damage 40 Amor Warrior Mighty Blow vs. Cold Damage 40 Amor Vs. Blunt Damag	Vis. Cool Damage 40 Armor Namior Mighty Blow Vanior Stunt Damage 40 Armor vs. Blunt Damage 40 Armor Stune Daggers Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Damage 40 Armor Elemental Telmai's Wind Stone Daggers Vis. Cold Daggers Vi
	Apply Poison Bed of Coals Bed of Coals Final Thrust Jungle Strike Stone Daggers Smite Hex Smite Hex Smite Hex Smite Hex Smite Strike Suffering	Stab w w w w md md	Spike Trap Lava Font Savage Slash Disrupting Stab Teinai's Wind Teinai's Wind Signet of Rage Signet of Rage Mighty Blow Mighty Blow Mighty Blow Teinai's Wind Teinai's Wind	Ranger Spike Trap Elemental Lava Font Warrior Savage Slash Assassin Disrupting Stab Ritualist Ritualist Nor Elemental Teinai's Wind Nor Warrior Mighty Blow	Armor vs. Elemental Damage 30 Ranger Spike Trap Armor vs. Elemental Damage 20 Warrior Savage Slash Armor vs. Blunt Damage 40 Armor vs. Cold Damage 40 Armor vs. Blunt Damage 40 Armor vs. Cold Damage 40 Armor vs. Blunt Damage 40 Armor vs. Cold Damage 40 Armor vs. Cold Damage 40 Armor vs. Blunt Damage 40 Armor vs. Cold Damage 40 Armor v	82 Armor vs. Elemental Damage 30 Ranger Spike Trap 92 Armor vs. Elemental Damage 20 Warrior Savage Slash 92 Armor vs. Elemental Damage 40 Armor Elemental Teinai's Wind Vs. Cold Damage 40 Armor vs. Blunt Damage 40 Armor Vs. Cold Damage 40 Armor	28 82 Armor vs. Elemental Damage 30 Ranger Spike Trap 28 72 Armor vs. Elemental Damage 20 Warrior Savage Slash 28 82 Assassin Disrupting Stab 28 112 Armor vs. Blunt Damage 40 Assassin Disrupting Stab 28 112 Armor vs. Blunt Damage 40 Armor Amor vs. Blunt Damage 40 28 112 Armor vs. Blunt Damage 40 Warrior Mighty Blow 28 112 Armor vs. Blunt Damage 40 Warrior Mighty Blow 28 112 Armor vs. Blunt Damage 40 Warrior Mighty Blow 28 112 Armor vs. Blunt Damage 40 Warrior Mighty Blow 28 112 Armor vs. Blunt Damage 40 Warrior Warrior Mighty Blow 28 112 Armor vs. Blunt Damage 40 Warrior Warrior Mighty Blow 28 112 Armor vs. Blunt Damage 40 Warrior Warrior Mighty Blow 29 109 Armor vs. Blunt Damage 40 <t< td=""><td>(b) 28 82 Armor vs. Elemental Damage 30 Ranger Spike Trap (b) 28 72 Armor vs. Elemental Damage 20 Warrior Savage Slash (b) 28 72 Armor vs. Blunt Damage 40 Rilualist Disrupting Stab (b) 28 112 Armor vs. Blunt Damage 40 Rilualist Teinai's Wind (b) 28 112 Armor vs. Blunt Damage 40 Necromancer Chilblains (b) 28 112 Armor vs. Blunt Damage 40 Necromancer Chilblains (b) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (c) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (b) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (b) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (c) 28 112 Armor vs. Blunt Damage 40 Marrior Mighty Blow (b) 27 109 Armor vs. Blunt Damage 40 Mighty Blow Mighty Blow</td></t<>	(b) 28 82 Armor vs. Elemental Damage 30 Ranger Spike Trap (b) 28 72 Armor vs. Elemental Damage 20 Warrior Savage Slash (b) 28 72 Armor vs. Blunt Damage 40 Rilualist Disrupting Stab (b) 28 112 Armor vs. Blunt Damage 40 Rilualist Teinai's Wind (b) 28 112 Armor vs. Blunt Damage 40 Necromancer Chilblains (b) 28 112 Armor vs. Blunt Damage 40 Necromancer Chilblains (b) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (c) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (b) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (b) 28 112 Armor vs. Blunt Damage 40 Mighty Blow (c) 28 112 Armor vs. Blunt Damage 40 Marrior Mighty Blow (b) 27 109 Armor vs. Blunt Damage 40 Mighty Blow Mighty Blow

Family	Name	Boss	Level	AL	Armor NOTES	Prof	SKII 1	SKII 2	Skill 3	Skill 4	Skill 3	CINC	OKIII /
Ettins / Ogres	Hukhrah Earthslove	(q)	28	72		Monk							
_	Hungry Yeti		10	52	Armor vs. Elemental Damage 20	Warrior							
Ettins / Ogres	Longhair Yeti		13	39		Monk							
-	Mountain Yeti		15	99	Armor vs. Elemental Damage 20	Warrior							
Ettins / Ogres (Qinkai Yeti		24		Armor vs. Elemental Damage 20	Warrior	Heavy Blow	Counter Blow	Yeti Smash	Healing Signet	Battle Rage		
_	Red Yeti		12	36		Necromancer							
-	Qinkai Yeti Trapper		24	91	Armor vs. Elemental Damage 20	Ranger	Viper's Nest	Snare	Savage Pounce	Predatory Bond	Trapper's Focus	Charm	Charm Animal
Ettins / Ognes	Tomton Spiriteater	(9)	28	72		Ritualist	Pain	Shadowsong	Brutal Weapon	Vengeful Weapon	Consume Sout		
	Pain Hungry Gaki		20	80		Ritualist					Clamor of Souls		
	Skill Hungry Gaki		20	80		Ritualist					Attuned Was Songkai		
-	The Pain Eater	(q)	24	88		Ritualist	man of the state o				Clamor of Souls		
	The Skill Eater	(q)	24	80		Ritualist					Attuned Was Songkai		
Human	Shiro Tagachi	(F)	31	85		Assassin							Stun Immunity
Human	Sickened Guard		8	34	Armor vs. Elemental Damage 30	Ranger	Seeking Arrows						
Human	Sickened Guard		10	40	Armor vs. Elemental Damage 30	Ranger	Seeking Arrows						
T	Sickened Guard		80	44	Armor vs. Elemental Damage 20	Warrior	Standing Slash	Frenzy	Furious Axe				
Human	Sickened Guard		10	20	Armor vs. Elemental Damage 20	Warrior	Primal Rage						
Human	Sickened Peasant		10	34		Monk							
Human	Sickened Peasant		10	3.5		Monk							
Human	Sickened Scribe		89	25		Ritualist	Brutal Weapon	Pain					
Human	Sickened Servant		00	25		Elemental	Breath of Fire	Flare					
	Shreader Sharptongue	(p)	19	92		Assassin		Pin Down	Storm Chaser				
	Vermin		15	55		Assassin		Pin Down	Storm Chaser		Seeping Wound		
	Bazzr Icewing	(p)	24	09		Necromancer					lcy Veins		
	Bezzr Wingstorm	(Q)	24	09		Mesmer	Cry of Frustration				Psychic Instability		
	Bizzr Ironshell	(Q)	28	72		Elemental		Glyph of Lesser Energy	Churning Earth	Aura of Restoration	Obsidian Flesh		
-	Byzzz Wingmender	(q)	24	09		Monk					Empathic Removal		
	Chkkr Brightclaw	(p)	28	72		Ritualist	Spirt Light	Splinter Weapon		Recuperation	Spirit Light Weapon		
Insect	Chkkr Ironclaw	(q)	28	92	Armor vs. Etemental Damage 20	Warrior	Counter Blow	"None Shall Pass!"		Healing Signet	Cleave		· · · · · · · · · · · · · · · · · · ·
	Chkkr Locust Lord	(q)	24	70		Assassin	Cry of Frustration				Locusts' Fury		
Insect	Chkkr Thousand Tail	(b)	28	82	Armor vs. Elemental Damage 30	Ranger	Brambles		Splinter Shot		Вападе		
Insect	Mantid Darkwing		9	19		Necromancer	Parasitic Bond	Deathly Swarm					
Insect	Mantid Destroyer		11	33		Necromanoer	Parasitic Bond	Deathly Swarm	Vile Touch				
Insect	Mantid Drone		2	7		Necromancer							
Insect	Mantid Drone		2	7		Necromancer	Parasitic Bond						
Insect	Mantid Drone		17	89		Necromancer							
Insect	Mantid Drone Hatchling	1-	0	Wind.		Necromancer							
Insect	Mantid Gazer		3	10		Monk	Ethereal Light						
Insect	Mantid Glitterfang		5	18		Monk	Ethereal Light	Spear of Light					
lococi	Mantid Hatching		0	4		Mocromonogr							

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Family	Name	Boss	Level	AL	Armor NOTES	Prof	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
Kurzicks	Izaak Plague Herder	ê	24	09		Necromancer	Putrid Explosion	#N/A!	Reckless Haste	Death Nova	Plague Signet		
Kurzicks	Janzen the Neverend- ing.	(q)	24	70		Assassin	Iron Palm	Fox Fangs	Death Blos- som		Moebius Strike		
Kurzicks	Klaranul Spirit Seer	(q)	24	09		Ritualist	Disenchantment		Pain		Wanderlust		
Kurzicks	Kurzick Army Elemen- talist		20	09		Elemental	Lightning Hammer	Teinai's Wind	Lightning Orb		Lightning Surge		
Kurzicks	Kurzick Army Mesmer		20	09		Mesmer	Overload	Backfire	Mind Wrack	Shatter Enchant- ment	Lyssa's Aura		
Kurzicks	Kurzick Army Monk		20	09		Monk	Protective Spirit	Heaven's Delight	Healing Whisper		Healing Burst		
Kurzicks	Kurzick Army Necro- mancer		20	09		Necromancer	Putrid Explosion	#N/A!	Reckless Haste	Death Nova	Plague Signet		
Kurzicks	Kurzick Army Ranger		20	02		Ranger	Pin Down	Power Shot	Sundering Attack	Bestial Fury			
Kurzicks	Kurzick Army Ritualist		20	09		Ritualist	Pain	Displacement	Bloodsong	Painful Bond			
Kurzicks	Kurzick Army Warrior		20	80	Armor vs. Elemental Damage 20	Warrior	Power Attack	Seeking Blade	Sever Artery		Quivering Blade		
Kurzicks	Kurzick Artisan		20	80	Armor vs. Elemental Damage 20	Warrior	Healing Signet						
Kurzicks	Kurzick Assasin		20	70		Assassin	Iron Palm	Fox Fangs	Death Blos- som		Moebius Strike		
Kurzicks	Kurzick Elementalist		20	99		Elemental	Ward Against Melee	Obsidian Flame	Sliver Armor		Unsteady Ground		
Kurzicks	Kurzick Elite Elementalist		24	72		Elemental	Lightning Hammer	Teinai's Wind	Lightning Orb	Aura of Restoration	Lightning Surge	Air Attun- ement	
Kurzicks	Kurzick Elite Ranger	: .	24	82		Ranger	Bestial Fury	Power Shot	Sundering Attack	Troil Unguent	Melandru's Shot	Pin Down	
Kurzicks	Kurzick Elite Warrior		24	92	Armor vs. Elemental Damage 20	Warrior	Power Attack	Seeking Blade	Sever Artery		Quivering Blade	Gash	
Kurzicks	Kurzick Far Shot		20	70	Health Modified by -150	Ranger	Pin Down	Power Shot	Sundering Attack	Bestial Fury			
Kurzicks	Kurzick Gatekeeper		20	09		Monk	Protective Spirit	Jamei's Gaze					
Kurzicks	Kurzick Guard		20	80	Armor vs. Elemental Damage 20	Warrior	Healing Signet						
Kurzicks	Kurzick lilusionist		20	09	Health Modified by -150	Mesmer	Shatter Enchantment	Clumsiness	Power Spike		Echo		
Kurzicks	Kurzick Mesmer		20	09		Mesmer	Backfire	Shatter Enchantment	Clumsiness		Crippling Anguish		
Kurzicks	Kurzick Mine Cleanser		20	09		Ritualist	Pain	Displacement	Bloodsong	Painful Bond			
Kurzicks	Kurzick Monk		20	09		Monk	Healing Seed	Protective Spirit			Word of Healing		
Kurzicks	Kurzick Necromancer		20	09		Necromancer	Putrid Explosion	Reckiess Haste	Death Nova		Plague Signet		
Kurzicks	Kurzick Priest		10	31		Monk	Healing Signet			A STATE OF THE PERSON NAMED IN			
Kurzicks	Kurzick Ranger		20	70	Armor vs. Efemental Damage 30	Ranger	Bestial Fury	Power Shot	Sundering Attack	Pin Down	Melandru's Shot		
Kurzicks	Kurzick Ritualist		20	9		Ritualist	Disenchantment	Spirit Channeling	Pain		Wanderlust		
Kurzicks	Kurzick Thunder		20	09	Health Modified by -150	Elemental	Lightning Hammer	Air Attunement	Glyph of Lesser Energy		Lightning Surge		
Kurzicks	Kurzick Warrior		20	80	Armor vs. Elemental Damage 20	Warrior	Power Attack	Seeking Blade	Savage Slash		"Watch Yourself!"		
Kurzicks	Master Architect Gunther		24	92	Armor vs. Elemental Damage 20	Warrior	Protector's Stance	"Watch Yourself!"	"Charge!"	Healing Signet	Endure Pain	"Shields Up!"	
Kurzicks	Maulen of The Word	(q)	24	09		Monk	Healing Seed	Protective Spirit			Word of Healing		
Kurzicks	Tree Singer		20	09		Monk							
Kurzicks	Yantz Earthraiser	(p)	24	09		Elemental	Ward Against Melee	Obsidian Flame	Sliver Armor		Unsteady Ground		

																						Argo's Cry			Carrier Defense	
Dark Apostasy	Cultist's Fervor	Vengeful Was Khanhei	Healing Burst	"Charge!"	Glass Arrows	Dark Apostasy	Dark Apostasy	Dark Apostasy	Animate Flesh Gotem	Cultist's Fervor	Animate Flesh Golem	Glass Arrows	Glass Arrows	*Charge!"	Vengeful Was Khanhei	Vengeful Was Khanhei			"Charge!"	Recurring Insecurity		Mind Freeze		Power Leech		
						Critical Eye	Critical Eye	Critical Eye	Death Nova	Plague Touch	Death Nova	Antidote Signet	Antidote Signet	Disrupting Chop	Nightmare Weapon	Nightmare Weapon			Disrupting Chop			Aura of Restoration				
				7		Exhausting Assault	Exhausting Assault	Exhausting Assault	Soul Feast	Well of Blood	Soul Feast	Favorable Winds	Favorable Winds	Axe Rake	Wailing Weapon	Wailing			Axe Rake		Healing Breeze		Savage Shot	Signet of Disruption		Dancing Daggers
						Wild Strike	Wild Strike		Putrid Explosion	Unholy Feast	Putrid Explosion		Needling Shot	Executioner's Strike	Displacement	Displacement			Executioner's Strike		Signet of Rejuvenation	Rust	Nature's Renewal			Scorpion Wire
						Leaping Mantis Sting	Leaping Mantis Sting	Leaping Mantis Sting	Chilblains	Chilblains	Chilblains .	Dual Shot	Dual Shot	Dismember	Binding Chains	Binding Chains			Dismember		Healing Light	Vapor Blade	Spike Trap			Shadow Refuge
Assassin	Necromancer	Ritualist	Monk	Warrior .	Ranger	Assassin	Assassin	Assassin	Necromancer	Necromancer	Necromancer	Ranger	Ranger	Warrior	Ritualist	Ritualist	Elemental	Elemental	Warrior	Mesmer	Monk	Elemental	Ritualist	Mesmer	Warrior	Assassin
4.1				Armor vs. Elemental Damage 20	Armor vs. Elemental Damage 30	,						Armor vs. Elemental Damage 30	Armor vs. Elemental Damage 30	Armor vs. Elemental Damage 20					Armor vs. Elemental Damage 20						Armor vs. Elemental Damage 20 Health Regen of +3	
40	31	31	£	20	40	82	70	82	72	09	72	82	82	92	72	09	72	72	80	31	72	72	72	72	08	82
14	14	14	14	14	14	28	20	28	28	20	28	78	788 788	28	28	20	28	28	20	14	28	20	28	28	20	28
(q)	(q)	(q)	(P)	(q)	(p)		-													(q)	(q)	(g)	(q)	(q)		(q)
Arius, Dark Apostle	Cultist Milthuran	Delic the Vengance Seeker	Incetol, Devout of Depths	Jacqui The Reaver	Lorelle Jade Cutter	Outcast Assassin	Outcast Assassin	Outcast Assassin	Outcast Deathhand	Outcast Deathhand	Outcast Deathhand	Outcast Raider	Outcast Raider	Outcast Reaver	Outcast Ritualist	Outcast Ritualist	Outcast Spellstorm	Outcast Spellstorm	Outcast Warrior	Talous the Mad	Ananasi the Pure	Argo	Benitus, The Restless	Fossheli the Hex Singer	Hauler Juggernaut	llidus of the Empty Palm
Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxori	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxon Outcasts	Luxons	Luxons	Luxons	Luxons	Luxons	Luxons

Sea alist	NOSC PAGE	A	Armor NOTES	Prof	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
Keeper aut nentalist		\top		Elementai					Gust		
Keeper aut nentalist											
aut nentalist		72		Necromancer	Order of Apostasy	Jaundiced Gaze					
Kurzick Juggemaut Luxon Army Elementalist	28	92	Armor vs. Elemental Damage 20	Warnor	Hundred Blades	Final Thrust					
Luxon Army Elementalist	28	92	Armor vs. Elemental Damage 20 Armor vs. Earth Damage 40	Маттог	· ·			10 mm		Juggernaut	Aura of the Juggernaut
	20	09		Elemental	Lightning Hammer	Teinai's Wind	Lightning Orb		Lightning Surge		
Luxon Army Mesmer	20	90		Mesmer	Overload	Backfire	Mind Wrack	Shatter Enchant- ment	Lyssa's Aura		
Luxon Army Monk	20	09		Monk	Protective Spirit	Heaven's Delight	Healing Whisper		Healing Burst		
Luxon Army Necro- mancer	70	99		Necromancer	Faintheartedness	Defile Enchantments	Parasitic Bond		1cy Veins		
Luxon Army Ranger	50	02		Ranger	Bestial Fury	Power Shot	Sundering Attack		Melandru's Shot	Pin Down	
Luxon Army Ritualist	20	09		Ritualist	Pain	Displacement	Bloodsong	Painful Bond			
Luxon Army Warrior	20	80	Armor vs. Elemental Damage 20	Warnor	Power Attack	Seeking Blade	Sever Artery	Healing Signet	Quivering Blade		
Luxon Artisan	20	80	Armor vs. Elemental Damage 20	Warrior	Healing Signet						
Luxon Artısan	20	80	Armor vs. Elemental Damage 20	Warrior	Healing Signet						
Luxon Assasin	20	70		Assassin	Shroud of Silence	Black Lotus Strike	Horns of the Ox		Way of the Empty Palm		
Luxon Commander	24	82	Armor vs. Elemental Damage 30	Ranger	Splinter Shot	Savage Shot	Whirling Defense	Troll Unguent	Barrage		
Luxon Elementalist	8	09		Elemental	Vapor Blade	Rust		Aura of Restoration	Mind Freeze		
Luxon Elite Elementalist	24	72		Elemental	Lightning Hammer	Teinai's Wind	Lightning Orb	Aura of Restoration	Lightning Surge	Air Attun- ement	
Luxon Elite Ranger	24	82		Ranger	Bestial Fury	Power Shot	Sundering Attack	Troll Unguent	Melandru's Shot	Pin Down	
Luxon Elite Warrior	24	92	Armor vs. Elemental Damage 20	Warrior	Power Attack	Seeking Blade	Sever Artery	Healing Signet	Quivenng Blade	Gash	
Luxon Guard	8	80	Armor vs. Elemental Damage 20	Warrior	Healing Signet						
Luxon Longbow	20	70	Health Modrified by -150	Ranger	Pin Down	Power Shot	Sundering Attack	Bestial Fury			
Luxon Luxonecromancer	20	09		Necromancer	Suffering	Well of the Profane			Lingering Curse		
Luxon Mesmer	20	9		Mesmer	Conjure Nightmane	Conjune Phantasm	Drain En- chantment	Ether Feast	Power Leech		
Luxon Monk	20	09		Monk	Karei's Healing Circle	Signet of Rejuvenation	Healing Breeze		Word of Healing		
Luxon Necromancer	20	09		Necromancer	Suffering	Well of the Profane			Lingering Curse		
Luxon Priest	50	09		Monk	Healing Signet						
Luxon Priest	20	09		Monk	Protective Spirit	Healing Breeze	Resurrection Chant				
Luxon Ranger	20	70	Armor vs. Elemental Damage 30	Ranger	Run as One	Pounce Control	Disrupting Lunge		Heal as One	Charm	Charm Animal
Luxon Ritualist	20	09		Ritualist	Doom .	Displacement	Shelter	Flesh of My Flesh	Wanderlust		
Luxon Storm Caller	50	9	Health Modified by -150	Elemental	Lightning Hammer	Air Attunement	Glyph of Lesser Energy		Lightning Surge		

O(al Olialus	Star Shards Star Shards Whirling Defense			
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	Troll Unguent Aura of Restoration Aura of Restoration	Troil Unguent Aura of Restoration Aura of Restoration Impale	Troll Unguent Aura of Restoration Aura of Restoration Impele Healing Touch	Troil Unguent Aura of Restoration Aura of Restoration Impale Healing Touch Shadow Refuge Shadow Refuge
	Viper's Nest Teinan's Wind Arc Lightning	Viper's Nest Teinan's Wind Arc Lightning Arc Lightning Twisting Fangs	Viper's Nest Teinai's Wind Arc Lightning Arc Lightning Fangs Shield Guard- ian Balthazar's Aura	Viper's Nest Teinar's Wind Arc Lightning Twisting Fangs Shield Guard-ian Baithazar's Aura Images of Remorse
Leech Signet	Vampinc Swarm Barbed Trap Bed of Coals Blurred Vision	Vampiric Swarm Barbed Trap Bed of Coals Blurred Vision Blurred Vision Enlangling Asp	Barbed Trap Bed of Coals Bed of Coals Blurred Vision Healing Seed Healing Seed Healing Seed	Nampiric Swarm Barbed Trap Bed of Coals Blurred Vision Enlangling Seed Healing Seed Healing Seed Dancing Daggers Dancing Daggers
Conjure Phantasm	Vamptirc Spirit Flame Trap Burning Speed	Namptinc Spirit Flame Trap Burning Speed Shatterstone Desperate Strike	Flame Trap Flame Trap Burning Speed Burning Breeze Shatterstone Desperate Strike Scourge Healing Scourge Healing	Vamprirc Spirit Flame Trap Burning Speed Shatterstone Desperate Strike Scourge Healing Scourge Healing Scourge Healing Sharpen Daggers Sharpen Daggers
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	Armor vs. Elemental Damage 30 Armor vs. Fire Damage -20 Armor vs. Cold Damage 30 Armor vs. Earth Damage 30 Armor vs. Lighting Damage 30 Armor vs. Lighting Damage 30 Armor vs. Fire Damage -20	Armor vs. Elemental Damage 30 Armor vs. Fire Damage -20 Armor vs. Cold Damage 30 Armor vs. Earth Damage 30 Armor vs. Lighting Damage 30 Armor vs. Fire Damage -20 Armor vs. Fire Damage -40 Armor vs. Stesh Damage -40	Armor vs. Elemental Damage 30 Armor vs. Fire Damage -20 Armor vs. Cold Damage 30 Armor vs. Lighting Damage 30 Armor vs. Fire Damage -20 Armor vs. Fire Damage -40 Armor vs. Slash Damage -40 Armor vs. Fire Damage -40 Armor vs. Fire Damage -40 Armor vs. Fire Damage -40 Armor vs. Elemental Damage -40 Armor vs. Elemental Damage -30 Armor vs. Elemental Damage -30	Armor vs. Elemental Damage 30 Armor vs. Fire Damage -20 Armor vs. Cold Damage 30 Armor vs. Earth Damage 30 Armor vs. Fire Damage -20 Armor vs. Fire Damage -40 Armor vs. Slash Damage -40 Armor vs. Fire Damage -40 Armor vs. Slash Damage -40 Armor vs. Fire Damage -40 Armor vs. Elemental Damage -30 Armor vs. Elemental Damage -30 Armor vs. Elemental Damage -30
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Phoenix Essence Turtle Essence	Brooding Thoms Burning Brush Dragon Lilly Dragon Moss Grasping Root	Brooding Thoms Burning Brush Dragon Lilly Dragon Moss Grasping Root Island Guardian The Ancient Thom Wolf	Burning Brush Dragon Lilly Dragon Moss Grasping Root The Ancient The Modif Thorn Wolf Twisted Bark Uprooted Malice	Burning Brush Dragon Lilly Dragon Moss Grasping Root Island Guardian The Ancient Thom Wolf Twisted Bark Uprooted Malice Urgoz Arcane Ancient Phi Assassin's Construct Bound Assassin
Outsider Outsider	Plants Plants Plants Plants Plants	Plants Plants Plants Plants Plants Plants Plants	Plants Plants Plants Plants Plants Plants Plants Plants	Plants Shiro'ken Shiro'ken

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Skill 7			ı											Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Stun Immunity	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists	Song of The Mists
Skill 6																															
Skill 5	Star Burst	Psychic Distraction	Arcane Languor	Life Sheath	Spell Breaker	Soul Bind	Wail of Doom	Equinox	Famine	Soul Twisting	Defiant Was Xinrae	Hundred Blades	Auspicious Parry	Defiant Was Xinrae	Wail of Doom	Mirror of Ice	Famine	Psychic Distraction	Life Sheath	Soul Bind	Equinox	Soul Twisting		Shroud of Silence	Star Burst	Arcane Languor	Spell Breaker	Wail of Doom	Famine	Defiant Was Xinrae	Auspicious Pamy
Skill 4	Aura of Restoration	Ether Feast	Ether Feast	Reversal of Fortune	Reversal of Fortune	Parasitic Bond	Parasitic Bond	Troll Unguent	Troll Unguent	Nightmare Weapon	Nightmare Weapon	Healing Signet	Healing Signet	Vengeful Weapon	Taste of Pain	Aura of Restoration	Troil Unguent	Ether Feast	Reversal of Fortune	Life Siphon	Troll Unguent	Nightmare Weapon		Shadow Refuge	Aura of Restoration	Ether Feast	Reverse Hex	Taste of Pain	Troff Unguent	Vengeful Weapon	Healing Signet
Skill 3				Aegis	Aegis		Lifebane Strike			Life	Life		,	Restoration	Well of Weari- ness	Arc Lightning	Debilitating Shot		Aegis			Life		Twisting Fangs	Sliver Armor	Images of Remorse	Divine Inter- vention	Well of Weariness	Debilitating Shot	Restoration	Sun and Moon Slash
Skill 2		Images of Remorse	Images of Remorse	Draw Conditions	Draw Conditions		2.44	Throw Dirt	Throw Dirt	Spirit Transfer	Spirit Transfer	Tiger Stance	Tiger Stance	Recuperation	Faintheartechess	Lightning Touch	Determined Shot	Images of Remorse	Draw Conditions	Mark of Pain	Throw Dirt	Spirit Transfer		Wild Strike	Obsidian Flame	Diversion	Shield Guardian	Faintheartedness	Determined Shot	Recuperation	Gash
Skill 1				Orison of Healing	Orison of Healing			Kindle Arrows	Kindle Arrows	Recuperation	Recuperation			Life	Rotting Flesh	Blurred Vision	Savage Shot	Stolen Speed	Orison of Healing	Suffering	Kindle Arrows	Recuperation		Disrupting Stab	Burning Speed	Shatter Hex	Spell Shield	Rotting Flesh	Savage Shot	Life	Sever Artery
Prof	Elemental	Mesmer	Mesmer	Monk	Monk	Necromancer	Necromancer	Ranger	Ranger	Ritualist	Ritualist	Warnor	Warrior	Ritualist	Necromancer	Elemental	Ranger	Mesmer	Monk	Necromancer	Ranger	Ritualist	Assassin	Assassin	Elemental	Mesmer	Monk	Necromancer	Rangeir	Ritualist	Warrior
Armor NOTES								Armor vs. Elemental Damage 30	Armor vs. Elemental Damage 30			Armor vs. Elemental Damage 20	Armor vs. Elemental Damage 20				Armor vs. Elemental Damage 30				Armor vs. Elemental Damage 30								Armor vs. Elemental Damage 30		Armor vs. Elemental Damage 20
AL.	99	89	99	09	09	09	09	70	70	09	99	80	80	72	72	09	82	09	9	09	7.0	09	85	82	72	72	72	72	82	72	26
Level	24	20	24	20	24	20	24	20	24	20	77	20	24	28	83	24	28	24	24	24	24	24	31	28	28	28	82	28	28	28	28
Boss	(q)		(q)		(q)		(p)		(q)		(q)		(q)	(q)	(q)	(q)	(q)	(q)	(q)	(Q)	Đ	(Q)									
Name	Bound Elementalist	Bound Mesmer	Bound Mesmer	Bound Monk	Bound Monk	Bound Necromancer	Bound Necromancer	Bound Ranger	Bound Ranger	Bound Ritualist	Bound Ritualist	Bound Warrior	Bound Warrior	Defiant Ancient Sseer	Doomed Ancient Kkraz	Elemental's Construct	Famished Ancient Brrne	Mesmer's Construct	Monk's Construct	Necromancer's Construct	Ranger's Construct	Ritualist's Construct	Shiro Tagachi	Shiro'ken Assassin	Shiro'ken Elementalist	Shiro'ken Mesmer	Shiro'ken Monk	Shiro'ken Necromancer	Shiro'ken Ranger	Shiro'ken Ritualist	Shiro'ken Warrior
Family	Shiro'ken	Shiro'ken		Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken		Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken	Shiro'ken

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	Name	SSOF	Level	Al.	Armor NO 1ES	PIOI	OKIII I	SKIII Z	SKIII S	OKIII 4	OKIII U	OKIII O	ONIII /
Shiro'ken	Silent Andent Unata	(Q)	97	79		Assassin	Disrupting Stab	wild Strike	Fangs	Suadow Keruge	Shroud of Sherice	*	Song or the Mists
Shiro'ken	Star Ancient Koosun	(q)	28	72		Elemental	Burning Speed	Obsidian Flame	Sliver Armor	Aura of Restoration	Star Burst		Song of The Mists
Shiro'ken	Sword Ancient Kai	(q)	28	92	Armor vs. Elemental Damage 20	Warrior	Sever Artery	Gash	Sun and Moon Slash	Healing Signet	Auspicious Parry		Song of The Mists
Shiro'ken	Untouched Ancient Ky	(q)	28	72		Monk	Spell Shield	Shield Guardian	Divine Inter- vention	Reverse Hex	Spell Breaker		Song of The Mists
Shiro'ken	Warrior's Construct	(q)	24	80	Armor vs. Elemental Damage 20	Warrior	Seeking Blade	Tiger Stance	Power Attack	Healing Signet	Hundred Blades		Song of The Mists
Snake	Greater Serperit		30	96	٠	Monk	Jamei's Gaze	Healing Seed	Healing Whisper		Life Sheath	Stun Im- munity	
Snake	Guardian Serpent		28	82	Armor vs. Elemental Damage 30	Monk	Jamei's Gaze	Healing Seed	Healing Whisper		Life Sheath	Stun Im- munity	
Snake	Naga Archer		24	82	Armor vs. Elemental Damage 30	Ranger	Dual Shot	Needling Shot	Favorable	Antidote Signet	Glass Arrows		
Snake	Naga Bone Collector	ź.c)	10	31		Ritualist							
Snake	Naga Raincaller		10	31		Elemental							
Snake	Naga Ritualist		24	72		Ritualist	Ancestors' Rage	Destruction	Draw Spirit	Nightmare Weapon	Grasping Was Kuurong		
Snake	Naga Scout		9	38	Armor vs Elemental Damage 20	Warrior							
Snake	Naga Sibyi		2	1		Ritualist							
Snake	Naga Spellblade		2	7		Elemental							
Snake	Naga Warrior		10	20	Armor vs. Elemental Damage 20	Warrior							
Snake	Naga Warrior		23	68	Armor vs. Elemental Damage 20	Warrior	Seeking Blade	Jaizhenju Strike	Distracting Blow	Signet of Strength	Dragon Stash		
Snake	Naga Welp		2	56	Armor vs. Elemental Damage 20	Warrior							
Snake	Naga Witch		9	19		Ritualist							
Snake	Naga Wizard		9	19		Elemental							
Snake	Sarss, Stormscale	(q)	14	31		Elemental							
Snake	Sessk, Woe Spreader	(p)	14	31		Necromancer					Discord		
Snake	Siska Scalewand	(p)	14	31		Mesmer	,				Energy Drain		
Snake	Ssaresh Rattler	(q)	14	40		Assassin					Siphon Strength		
Snake	Sskai, Dragon's Birth	(p)	14	20	Armor vs. Elemental Damage 20	Warrior	Seeking Blade	Jaizhenju Strike	Distracting Blow	Signet of Strength	Dragon Slash		
Snake	Ssuns, Blessed of Dwayna	(e)	14	31		Monk					Blessed Light		
Snake	Ssyn Coiled Grasp	(q)	14	31		Ritualist	Ancestors' Rage	Destruction	Draw Spirit	Nightmare Weapon	Grasping Was Kuurong		
Snake	Stsou Swiftscale	(9)	4	40	Armor vs. Elemental Damage 30	Ranger	Dual Shot	Needling Shot	Favorable Winds	Antidote Signet	Escape		
Spider	Blood Drinker		20	80		Necromancer	Blood Drinker	Vampiric Swarm	Parasitic Bond		Vampiric Spirit		
Spider	Dark Fang	(q)	24	8		Necromancer	Blood Drinker	Vampinc Swarm	Parasitic Bond		Vampiric Spirit		
Spider	Greater Blood Drinker		28	96		Necromancer	Blood Drinker	Vampiric Swarm	Life Siphon	Strip Enchantment	Icy Veins		
Spider	Kaswa Webstrider	(Q)	24	80		Necromancer	Blood Drinker	Vampiric Swarm	Parasitic Bond		Vampiric Spirit		
Fengu	Sensalı Assassın		5	25		Assassin							

Skill 7									Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion													
Skill 6																						19					
Skill 5						Dragon Slash	Wailing Weapon	Melandru's Shot			Shadow Form	Mind Burn	Stolen Speed	Shield of Regenera- tion	Order of Apostasy	Broad Head Arrow	Flesh of My Flesh	Devastating Hammer									
Skill 4													Shadow Refuge	Aura of Restoration	Drain Enchantment			Troll Unguent	Nightmare Weapon								
Skill 3						Standing Slash	Ancestors' Rage	Sundering Attack		-	Death Blos- som	Death Blos-	Death Blos- som	Death Blos-	Death Blos- som	Death Blos- som	Death Blos- som	Fire Attur-		Aegis	Jaundiced Gaze		Life	Endure Pain			
Skill 2						Silverwing Slash	Nightmare Weapon	Read the Wind	Wild Strike	Wiid Strike	Wild Strike	Lightning Orb	Images of Remorse	Draw Conditions	Vile Miasma	Throw Dirt	Spirit Transfer	Auspicious Blow		Lightning Orb	Lightning Orb						
Skill 1						Balanced Stance	Wielder's Boon	Lightning Reflexes	Jagged Strike	Lava Arrows		Orison of Healing		Kindle Arrows	Recuperation	Frenzy		Lava Arrows	Lava Arrows								
Prof	Necromancer	Assassin	Warrior	Necromancer	Warrior	Warrior	Ritualist	Ranger	Assassin	Elemental	Mesmer	Monk	Necromancer	Ranger	Ritualist	Warrior	Monk	Elemental	Elemental								
Armor NOTES			Armor vs. Elemental Damage 20		Armor vs. Elemental Damage 20	Armor vs. Elemental Damage 20		Armor vs. Elemental Damage 30														Armor vs. Elemental Damage 30		Armor vs. Elemental Damage 20			
AL	16	46	99	36	32	8	09	20	52	52	7.0	70	70	82	82	82	70	09	09	99	09	70	09	28	99	33	31
Level	2	12	12	12	4	22	20	8	14	14	20	20	24	24	24	75	24	24	24	24	24	24	24	z	13	10	01
Boss													9				(Q)	(q)	(Q)	(g)	(g)	(Q)	(q)	(q)		, À	
Name	Sensali Blood	Sensali Claw	Sensali Cutter	Sensali DarkFeather	Sensalı Fighter	Star Blade	Star Light	Star Sentinel	Afflicted Assassin	Afficted Assassin	Afflicted Boss	Afficted Boss	Afflicted Boss	Afficted Bass	Afflicted Boss	Afflicted Boss	Afflicted Boss	Afflicted Boss	Afflicted Bull	Afflicted Elementalist	Afficted Elementalist						
Family	Tengu			Tengu			Tengu	Tengu	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted													

Skill 7	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Sout Explosion	Afflicted Sout Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Sout Explosion	Afflicted Soul Explosion											
Skill 6																					<i>\$</i>				
Skill 5	Mind Burn				Stolen Speed					Shield of Regenera-	Shield of Regenera- tion	Ray of Judgment	Ray of Judgment	Ray of Judgment	Ray of Judgment										
Skill 4			Aura of Restoration	Aura of Restoration	Aura of Restoration	Aura of Restoration						Drain Enchantment	Drain Enchantment	Drain Enchantment	Drain Enchantment								1, 25 (44)		
Skill 3	Fire Attun- ement	Hammer Bash		<u>.</u>	Arcane	Arcane Conundrum		Arcane Conundrum	Arcane	Arcane Conundrum	Taste of Death				Aegis	Aegis	Aegis	Aegis	Aegis	Aegis					
Skill 2	Lightning Orb	Renewing Smash	Images of Remorse	Animate Vampiric Horror	Draw Conditions	Draw Conditions		Draw Conditions																	
Skill 1	Lava Arrows	Resurrection Signet	Illusion of Pain	Musion of Pain	Illusion of Pain	Illusion of Pain		Illusion of Pain	Illusion of Pain	Illusion of Pain	Bitter Chill	Orison of Healing	Orison of Healing		Orison of Healing										
Prof	Elemental	Elemental	Elemental	Elemental	Elemental	Elemental	Warrior	Mesmer	Mesmer	Mesmer	Mesmer	Mesmer	Mesmer	Mesmer (1)	Mesmer	Necromancer	Monk								
Armor NOTES							Armor vs. Elemental Damage 20																Park of the second		
AL	09	09	09	72	72	72	32	34	31	09	09	09	72	22	72	22	45	42	42	09	09	09	72	72	72
Level	20	82	24	24	24	24	o	10	10	50	20	24	24	24	24	五 、5	14	4	18	20	20	24	24	24	24
Boss			(q)				(q)					<u>(a)</u>				(p)			(q)			(q)		7 Tag	
Name	Afflicted Elementalist	Afficted Elementalist	Afflicted Elementalist	Afflicted Elementalist	Afficted Elementalist	Afflicted Elementalist	Afflicted Horror	Afflicted Mesmer	Afficted Minister Cho	Afflicted Monk															
	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted						

Skill 7	Afflicted Soul Explosion	Afflicted Souf Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Affected Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion					
Skill 6								1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	۱																
Skill 5			Order of Apostasy				Broad Head Arrow				Flesh of My Flesh	Flesh of My Flesh	Weapon of Quicken- ing	Flesh of My Fiesh	Flesh of My Flesh										
Skill 4				7		Lifebane Strike	Lifebane Strike	Lifebane Strike						Trol! Unguent	Troll Unguent	Troll Unguent	Troll Unguent						Nightmare Weapon	Nightmare Weapon	Nightmare Weapon
Skill 3			Jaundiced Gaze	Jaundiced Gaze	Jaundiced Gaze	Jaundiced	Jaundiced Gaze	Jaundiced													Life	Life	Life	Life	Life
Skill 2	Vile Miasma	Vile Miasma	Vie Miasma	Vie Miasma	Vile Miasma	Vile Miasma	Vile Miasma	Vile Miasma	Throw Dirt	Throw Dirt		Throw Dirt	Frenzy	Spint Transfer	Spirit Transfer	Spirit Transfer	Spirit Transfer	Spirit Transfer	Spirit Transfer	Spirit Transfer					
Skill 1							-		Kindle Arrows	Kindle Arrows		Kindle Arrows	Sever Artery	Recuperation	Recuperation	Recuperation	Recuperation	Recuperation	Recuperation	Recuperation					
Prof	Necromancer	Ranger	Warrior	Ritualist	Ritualist	Ritualist	Ritualist	Ritualist	Ritualist	Ritualist															
Armor NOTES									Armor vs. Elemental Damage 30	Armor vs. Elemental Damage 20															
_	42	45	09	09	09	72	72	72	52	52	46	70	70	70	82	82	82	53	36	36	09	09	09	72	72
Level	14	14	20	20	24	24	24	24	14	14	16	20	20	24	24	24	24	1	12	12	20	20	24	24	24
Boss					(q)						(q)			@									(Q)		
Name	Afflicted Necromancer	Afflicted Ranger	Afflicted Ravager	Afflicted Ritualist	Afflicted Ritualist	Afflicted Ritualist	Afflicted Ritualist	Afflicted Ritualist	Afflicted Ritualist	Afflicted Ritualist															
Family	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afficted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted							

Skill 7	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Afflicted Soul Explosion	Carrier Defense	Turtle Shell	Turtle Shell		Siege Turtle Attack	Turtie Shell		Stun Immunity
Skill 6									,											Stun Im- munity				Turtle Sheil		1	Turtle Shell
Skill 5	Flesh of My Flesh				Enraged Smash		Stolen Speed	Ray of Judgment	Order of Apostasy	Enraged Smash	Broad Head Arrow	Shadow Form	Mind Bum	Weapon of Quicken- ing					Exposed Underbelly			Exposed Underbeily					
Skill 4	Nightmare Weapon											Drain Enchantment				Troll Unguent	Shadow Refuge	Aura of Restoration	Nightmare Weapon								
Skill 3	Life				Endure Pain			Aegis	Jaundiced Gaze	Endure Pain			Fire Attun- ement	Life		Water At- tunement	Water At- tunement										
Skill 2	Spirit Transfer	Auspicious Blow	Auspicious Blow		Auspicious Blow	images of Remorse	Images of Remorse	Draw Conditions	Vile Miasma	Auspicious Blow	Power Shot	Dancing Daggers	Lightring Orb	Spirit Transfer		Ice Spikes											
Skill 1	Recuperation	Frenzy	Frenzy		Frenzy	Frenzy	Frenzy	Frenzy Company Company	Frenzy	Frenzy	Stolen Speed		Orison of Healing		Frenzy	Kindle Arrows	Sharpen Daggers	Lava Arrows	Recuperation		Ice Spear	Ice Spear			Ice Spear		
Prof	Ritualist	Warrior	Mesmer	Mesmer	Monk	Necromancer	Warrior	Ranger	Assassin	Elemental	Ritualist	Ranger	Elemental	Elemental	Elemental	Ranger	Elemental	Elemental	Ranger								
Armor NOTES		Armor vs. Elemental Damage 20				, 是	Armor vs. Elemental Damage 20	Armor vs. Elemental Damage 30				Armor vs. Elemental Damage 20 Health Regen of +3															
AL	72	62	62	26	80	08	80	92	35	92	42	72	72	72	92	82	82	72	72	8	31	6	90	22	4	69	45
Level	24	14	14	16	20	29	24	24	24	24	18	28	78	28	28	28	28	28	28	50	10	9	20	24	-	23	15
Boss				(q)			(q)				(Q)	(Q)	(p)	(g)	(Q)	(g)	(q)	(Q)	<u>a</u>								
Name	Afflicted Ritualist	Afflicted Warrior	Afflicted Yijo Tahn	The Afflicted Hsin Jun	The Afflicted Jingme	The Afficted Lau	The Afflicted Maaka	The Afflicted Pana	The Afflicted Senku	The Afflicted Shen	The Afflicted Xenxo	Giant Turtte	Hardshell Kappa	Kappa	Lost Kappa	Siege Turtle	Small Kappa	Wavebreak Kappa	Young Turtle								
Family	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	The Afflicted	Turtle	Turtle	Turtle	Turtle	Turtle	Turtle	Turtle	Turtle

Name	ROSS	eve	AL /	Armor NOTES	Prof	Skill 1	Skill 2	SKill 3	Skill 4	Skill 5	Skill 6	SKE /
Fungal Wallow		24	72		Necromancer	Fetid Ground	Jaundiced Gaze					
Rot Foulbelly	(q)	28	96		Necromancer	Fetid Ground	Jaundiced Gaze					
Rot Wallow		24	96		Necromancer	Fetid Ground	Jaundiced Gaze					
Wottle Foultusk	(q)	28	72		Necromancer	Fetid Ground	Jaundiced Gaze			Weaken Knees		
Arbor Earthcall	(Q)	28	72		Elemental		Glyph of Lesser Energy	Chuming Earth	Aura of Restoration	Shockwave		
Falaham Mistwarden	9	24	202		Assassin	Cry of Frustration				Beguiling Haze		
Flower Spiritgarden	(q)	28	72		Ritualist	Spirit Light	Splinter Weapon		Recuperation	Preservation		
Foalcrest Darkwish	(q)	24	09		Necromancer					Spoil Victor		
Jayne Forestlight	(q)	24	09		Monk					Air of Enchantment		
Maddened Earth Warden		28	72		Elemental	Glyph of Lesser Energy	Churning Earth		Aura of Restoration	Shockwave		
Maddened Forests Warden		28	92	Armor vs. Elemental Damage 20	Warrior	Counter Blow	"None Shall Pass!"		Healing Signet	Devastaling Hammer		
Maddened Mind Warden		28	72		Mesmer	Cry of Frustration				Energy Surge		
Maddened Song Warden		28	72		Monk	Jamei's Gaze	Healing Seed	Healing Whisper		Life Sheath	Stun Im- munity	
Maddened Spirit Warden		28	72		Ritualist	Spirit Light	Splinter Weapon		Recuperation	Consume Soul		
Maddened Thorn Warden		28	82		Assassin	Sharpen Daggers	Dancing Daggers		Shadow Refuge	Shadow Form		
Maddened Wind Warden	\$4 T	28 %	82	Armor vs. Etemental Damage 30	Ranger	Brambles	Lacerate	Splinter Shot		Spike Trap		
Milefaun Mindflayer	(q)	24	09		Mesmer	Cry of Frustration				Energy Surge		
Ryver Mossplanter	(q)	28	82	Armor vs. Elemental Damage 30	Ranger	Brambles		Splinter Shot		Spike Trap	. ,	
Tembarr Treefall	(q)	28	95	Armor vs. Elemental Damage 20	Warrior	Counter Blow	"None Shall Pass!"		Healing Signet	Devastating Hammer		
Warden of Earth		24	72		Elemental 💢	Glyph of Lesser Energy	Churning Earth		Aura of Restoration	Shockwave		
Warden of Forests		24	92	Armor vs Elemental Damage 20	Warrior	Counter Blow	"None Shall Pass!"		Healing Signet	Devastating Hammer		
Warden of Seasons		24	72		Ritualist	Spirit Light	Splinter Weapon		Recuperation	Consume Soul		
Warden of the Branch		21	73	Armor vs Elemental Damage 30	Ranger	Brambles	Lacerate			Spike Trap		
Warden of the Leaf		19	29	Armor vs. Elemental Damage 30	Ranger	Brambles	Lacerate	Snare				
Wanden of the Mind		18	\$		Mesmer	Cry of Frustration	Shatter Enchantment					
Warden of the Spirit		20	09		Mesmer	Cry of Frustration	Shatter Enchantment			Energy Surge		
Warden of the Spring		18	54		Ritualist	Spirit Light	Splinter Weapon					
Warden of the Summer		20	09		Ritualist	Spirit Light	Splinter Weapon			Consume Soul		
Warden of the Tree		21	83	Armor vs. Elemental Damage 20	Wamor	Counter Blow	"None Shall Pass!"			Devastating Hammer		
Warden of the Trunk		18	74	Armor vs. Elemental Damage 20	Warrior	Counter Blow	"None Shall Pass!"	-				
Warden of Winds		24	82	Armor vs. Elemental Damage 30	Ranger	Brambles	Lacerate	Splinter Shot		Spike Trap		

Appendix B: Items and Salvage

rop Item

When you slay a foe in *Guild Wars Factions*, that foe drops loot. This loot is sometimes armor (always customized for the wearer, so it's of no use to you except as salvage), sometimes a weapon or a trophy. All items offer materials when salvaged with a normal salvage kit. Some items, especially magic, uncommon, or rare items, contain runes or upgrade components that can be extracted with an expert salvage kit. This list details all of the items that enemies drop, and what you can retrieve from them with kits.

See chart on next page

Merchants

Just like in the real world, merchants in the Guild Wars universe are the "go to" folks. If there's something you need, chances are you can get it from one of these salespeople. Identification kits let you identify mysterious items, which in turn let you use them to their full potential (and increase the amount of gold others are willing to pay for said items). Salvage kits let you break down an object into its core component(s), something that is especially useful when you're looking to have armor or weapons crafted.

	cost	100g	100g	4009	50g	100g	slots) 500g
MERCHANT	EQUIPMENT	Identification Kit	Salvage Kit	Expert Salvage Kit	Dye Remover	Bag (5 stots)	Rune of Holding (increases bag to 10 slots)

/au/ts

You've probably realized by now that your hero's pockets are only so deep. You have limited inventory space to play with (which can be increased via bags), so if you have an abundance of swag you need to stash somewhere, Xunlai storage agents are the solution.

COST - SECURITY SECURITY OF THE SECURITY OF TH	50g (free for PvP Characters)
QUIPMENT	20-Item Bank Vault



ROD	SHIELD	SHIELD	CHIEF	SHIELD	SMIELD	SHIELD	SHIELD	SHIELD	SHIELD	SHIELD	SHIELD	SHIELD	SHIELD	SHIELD	STAFF	STAFF	STAFF	STAFF	STAFF	STAFF	CTAEE	STAFF	CTACT	SIAFF	STAFF	STAFF	STAFF	STAFF	STAFF	STAFF	STAFF	SWORD	SWORD	SWORD	SWORD	SWORD	SWORD	SWORD	SWORD	SWORD	SWORD
																				_																					
Iron Ingots	Iron Inaots	fron Ingots	CIORIU ION	Iron ingots	iron ingots	iron ingots	fron Ingots	fron Ingots	Iron Ingots	Granite Slabs	Iron Ingots	Piles of Glittering Dust	Piles of Glittering Dust	iron ingots	Bones	Piles of Glittering Dust	Rolls of Parchment	Piles of Glittering Dust	Iron Ingots	Wood Planks		Piles of Gittering Dust	HOH HIGOES	iron ingots	Granite Slabs	Granite Slabs	Iron Ingots	Iron ingots	Granite Slabs	Granite Slabs	Wood Planks	Wood Planks	Iron Ingots	Iron Ingots	Iron Ingots	iron ingots	Iron Ingots	Iron Ingots	Iron Ingots	Iron Ingots	Iron Ingots
Koramhits	Kris Daggers	Kukris	runin	Oni Daggers	Plagueborn Daggers	Platinum Sickles	Sai	Split Chakram	Stilletos	Accursed Icon	Eerie Focus	Flame Artifact	Frost Artifact	Glowing Focus	Grim Cesta	Plagueborn Focus	Scroll	Storm Artifact	Writhing Focus	Blidgeoner	- Constant	Celestral Hammer	Cronned man	Colossal Pick	Glowing Runic Maul	Jade Hammer	Melon Hammer	Plagueborn Maul	Runic Maul	Spiked Club	Spiked Club	Supreme Bludgeoner	Tetsubo Hammer	Wolf Hammer	Air Wand	Earth Wand	Eerie Rod	Fire Wand	Glowing Rod	Holy Rod	Plagueborn Scepter
DAGGER	DAGGER	DAGGER	NACOEN .	DAGGER	DAGGER	DAGGER	DAGGER	DAGGER	DAGGER	FOCUS	FOCUS	FOCUS	FOCUS	FOCUS	FOCUS	FOCUS	FOCUS	FOCUS	FOCUS	HAMMER		HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	HAMMER	ROD	ROD	ROD	ROD	ROD	ROD	ROD
_	_	_					_	_	_		_		_	_		_	_	_	_	_	_	_				_	_	_				_	_	_	_	_	_	_	_	_	7
		BASIC SALVAGE	Iron ingots	Piles of Glittering Dust	Iron ingots	Iron Ingots	Iron inaots	fron Ingote	fron Ingots	Iron Ingots	South and Comment of the Comment of	ries or Gittering Dust	normgoes	iron ingots	iron ingots	mon ingots	Granine Stabs	iron ingots	iron ingots	Iron Ingots	Piles of Glittering Dust	Piles of Glittering Dust	Wood Planks	Wood Planks	Piles of Glittering Dust	Wood Planks	Scales	Scales	fron Inaofs	fron ingots	Wood Planks	Wood Planks	iron indots	fron Ingots	Dilos of Olitherine Duct	Thes of Ontering Date	fron fracts	iron ingots	Iron Irigots	Piles of Glittering Dust	Wood Planks
	LISTINGS	NAME	Archaic Axe	Celestial Axe	Cleaver	Crude Axe	Gamstone Axe	Cothic Avo	Gothic Duel Ave	Unite Dual Ace	TIGOTAN TAN	Jade Axe	mannioni Ake	Morning Star Axe	Plagueborn Axe	Runic Axe	rusty Axe	Serpent Axe	Sickle	Tribal Axe	Amber Bow	Celestial Bow	Flatbow	Horn Bow	Jade Bow	Longbow	Naga Longhow	Naga Short Bow	Planiahorn Row	Platinum Bow	Pacific Bow	Short Bow	Armedo Demore	Puttorfly Knigos	Southerny Anives	Cerestial Dayyers	Oliva December	Gilded Daggers	Golden raions	Jade Daggers	Kamas
	DROP SALVAGE LISTINGS	TYPE	AXE	AXE	AXE	AXE	AYF	AVE	AVE	AVE	HAR	AXE	AAE	AXE	AXE	AAE	AKE	AXE	AXE	AXE	BOW	вом	BOW	BOW	BOW	ROW	ROW	ROW	BOW	BOW	MOA	NOW/	DACCED	DAGGED	DAGGER	DAGGER	DAGGEN	DAGGER	DAGGER	DAGGER	DAGGER
	216																																								

fron Ingots

Smiting Rod

ROD

ROD	Water Wand	Iron Ingots
SHIELD	Amber Aegis	Iron Ingots
SHIELD	Bladed Shield	Iron Ingots
SHIELD	Bronze Shield	Iron Ingots
SHIELD	Celestial Shield	Piles of Glittering Dust
SHIELD	Diamond Aegis	Iron Ingots
SHIELD	Gothic Defender	Iron Ingots
SHIELD	Iridescent Aegis	Iron Ingots
SHIELD	Kappa Shield	Chitin Fragments
SHIELD	Ornate Shield	Iron Ingots
SHIELD	Outcast Shield	Wood Planks
SHIELD	Plagueborn Shield	Iron Ingots
SHIELD	Spiked Targe	Iron Ingots
SHIELD	Wooden Buckler	Wood Planks
STAFF	Air Staff	Iron Ingots
STAFF	Amber Staff	Piles of Glittering Dust
STAFF	Bo Staff	Wood Planks
STAFF	Celestial Staff	Piles of Glittering Dust
STAFF	Cockatrice Staff	Wood Planks
STAFF	Dragon Staff	fron Ingots
STAFF	Earth Staff	iron ingots
STAFF	Eerie Staff	Wood Planks
STAFF	Fire Staff	Iron Ingots
STAFF	Forbidden Staff	fron Ingots
STAFF	Glowing Staff	Wood Planks
STAFF	Holy Staff	Wood Planks
STAFF	Jade Staff	Piles of Glittering Dust
STAFF	Plagueborn Staff	Iron Ingots
STAFF	Smiting Staff	Wood Planks
STAFF	Water Staff	Iron Ingots
SWORD	Broadsword	fron Ingots
SWORD	Brute Sword	Iron Ingots
SWORD	Celestial Sword	Iron Ingots
SWORD	Crenellated Sword	fron Ingots
SWORD	Dadao Sword	Iron Ingots
SWORD	Dusk Blade	Iron ingots
SWORD	Golden Phoenix Blade	Iron Ingots
SWORD	Gothic Sword	Iron Ingots
SWORD	Jitte	Iron Ingots
SWORD	Katana	Iron Ingots
SWORD	On Blade	Iron Ingots

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None		None	None	None	None		None	None	None	Mono		None	1	NOR	None	None		None	None	None	None	None	None	None	None		None	None		None
None		None	None	None	None	2004	None	None	Bolts of Silk	Bolle of Cilk		Bolts of Silk	Date of Other	BOILS OF SILK	None	None		None	Steel Ingots	Steel Ingots	None	None	None	None	None		Bolts of Silk	Bolts of Silk		None
Steel	Ingots	Steel	Steel	Steel	Ingots	Ingots	Steel	Steel	Ingots Bolts of	Linen Polte of	Linen	Bolts of	Linen	Linen	Steel	Leather	Squares	Pelts	Wood	Wood	None	Pelts	Steel	Wood	None		Bolts of Linen	Boits of	Linen	Steel
fron Ingots		Iron Ingots	Iron Ingots	Iron ingots	fron Innote	308	fron Ingots	Iron Ingots	Bolts of Raw	Cloth Polls of Daw	Cloth	Bolts of Raw	Cioth	Cloth	Iron Ingots	Hides		Hides	fron Ingots	Iron Ingots	Wood Planks	Hides	Iron Ingots	Granite Slabs	Wood Planks		Bofts of Raw Cloth	Bolts of Raw	Cloth	Wood Planks
Cane		Сапе	Cane	Canthan	Blade	Machete	Canthan Saber	Canthan	Shortsword	Harness	Hamess	Centaur	Hamess	Hamess	Centaur	Centaur	Harness	Centaur	Chaos Axe	Charr Axe	Charr Carv-	Charr Hides	Charr Shield	Cleaver	Composite	Bow	Corrupted Orr Collar	Compted	Orr Vest- ments	Crude Shield
						_	T				_			_						1		Г	_			_				_
None		None		None	None	None		None	None	None	Marca	None	None	2	None	None	None	None	None	None	None	None	Mond		None	None	None		None	None
Bolts of Silk		None		Steel Ingots	Steel Ingots	Steel Ingots		None	None	None		None	None		None	None	None	None	None	Steel Ingots	None	None	Mono		None	None	None		None	None
Bolts of	-	None		Wood	Wood	+	+	Steel	None	Steel	1	None	None	-	Squares	None	None	None		Wood Planks	Steel	Steel	Ingots	Ingots	Steel	Steel	Steel	Ingots	Steel	Steel
Bolts of Raw		None		fron Ingots	Iron Ingots	Iron Ingots		Iron Ingots	Shells	fron Ingots	The state of the s	Shells	Shells		Hides	Scales	Bones	Bones	Bones	Bones Iron Ingots	Iron Ingots	fron Ingots	of the state of th	SOA III	Iron Ingots	Iron Ingots	Iron Indots		Iron Ingots	Iron Ingots
Avicara Wise	-	Bag of Gold		Ball Hammer	Battle Axe	Battlepick		Beastmaster Hamess	Behemoth	Bladed	1	Bleached	Bleached	1	Bloodstained	Bog Skale Fins	Staff			Break Ham- mer	Broken	Brute Sword	D. Marine	Sword	Cane	Cane	Cane	2	Сале	Cane
							T	_			T	T				T						T	T			T		T	Т	
	SALVAGE 4	None	Coop,	align	None	None	None		None	None	None	None	None	None	None	None		None	None	None	None	4	None		None	Mono	Molle	None	200	None
	SALVAGE 3	Bolts of Silk	- Inner	Norte	None	None	Nona	NOIR .	None	None	None	None	None	None	None	None		None	None	None	None		None Boits of Silk		None	Dollar of Cill.	DOIUS OI OIIK	Mono	Dio	None
		VAGE 2 Bolts of B	-	allon	None	None	None		None	Steel	1		None	None	Steel		(0)	Steel	Steel	ţ _o	plasm		None Bolts of		Steel		Linen	Loothor	_	Leather
	SALVAGE 1			riant ribers	Wood Planks	Wood Planks	Mood Planks		Wood Planks	iron ingots	Wood Planks		Wood Planks	Wood Planks	Iron Ingots	fron Ingots		Iron Ingots	Iron Ingots	Piles of Glit- tering Dust	Hides	_		Cloth	Iron Ingots	Della ne Donn	Cloth	Lidoo		Hides
ITEM STATS	ITEM			Seeds	Accursed	sed		Staff	Accursed	Aegis	Air Staff		Air Staff	Air Staff	Air Wand	Air Wand		Air Wand	Air Wand	Ancient Eyes	Animal	Hides	Avicara		Avicara	Brave Armor	Avicara Elementalist Pobes	Avioara	Fierce Vest	Avicara Guile Tunic

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None	None	None	None	None	None		None	None	None	None	None	None	None	None	None	None	None	None		None	None	None	None	None		None
None	None	None	Steel Ingots	None	adon		None	None	None	None	None	None	None	None	None	None	None : (25.5)	None		None	None	None	None	None		None
None	None	Steel	Wood	Planks	Squares	Ingots	Bones	Steel	None	Steel	None	None	None	None	None	Steel	Steel	Ingots	Ingots	Steel	Steel	Bolts of Raw Cloth	Bolts of Raw	Cloth	of Raw Cloth	Bolts of Raw Cloth
Granite Slabs	Wood Planks	Iron ingols	Granite Slabs	Hides	Iran Inacis		Hides	Iron Ingots	Feathers	Iron Ingots	Shells	Wood Planks	Wood Planks	Wood Planks	Wood Planks	Iron Ingots	Iron Ingots	iron Ingots		Iron Ingots	ron ingots	Rolls of Parchment	Rolls of Parchment	Rolls of	Parchment	Rolls of Parchment
Encrusted Lodestones	Etemal Bow	Eternal Shield	Ettin Ham-	mer Ettin Hides	Execu-	tioner's Breastplate	Explorer's Trophies	Falchion	Feathered Caromi Scalps	Feliblade	Fetid Cara- paces	Fire Staff	Fire Staff	Fire Staff	Fire Staff	Fire Wand	Fire Wand	Fire Wand		Fire Wand	Flamberge	Flame Artifact	Flame Artifact	Flame	Artifact	Flame Artifact
	500	T	Т						T	A. A. 170.A.				Г												
None	None	None		None	None	None 15 5 5	None	None	None	None	None	None		None	None	None	None	None	None	None	None	None	None	None	None	None
None	None	Steel Ingots		None - 35	Steel Ingots	Botts of Silk	Bolts of Silk	Bolts of Silk	Bolts of Silk	Bolts of Silk	None .	None		None	None	None	None	None	None	None	None	None	None	Steel Ingots	None	None
Steel Ingots		+	00	None	Wood	Bolts of Linen	Bolts of Linen	Bolts of	Bolts of Linen	Balts of Liner	Leather Squares	Steel	Ingots	None	None	None	None	Steel	Steel	Steel	Steel	None	Bolts of Silk	Wood	None	None
Iron Ingots	fron Ingots.	Iron Ingots	_	Granite Slabs	lron Ingots	Bolts of Raw Cloth	Bolts of Raw Cloth	Bolts of Raw	of Raw	Bolts of Raw Cloth	Hides S	Iron Ingots		Wood Planks	Wood Planks	Wood Planks	Wood Planks	Iron Ingots	Iron Ingots	Iron Ingots	Iron Ingots	Shells	Piles of Glit- tering Dust	iron ingots	Granite Slabs	Granite Slabs
Dwarven Armor	Dwarven			Dwarven Cesta	Dwarven Hammer	Dwarven Healer Outfit	Dwarven Howler		101	Dwarven Sage Outfit		Dwarven	Warrior	Earth Staff	Earth Staff	Earth Staff	Earth Staff	Earth Wand	Earth Wand	Earth Wand	Earth Wand	Ebon Spider Legs	Ebon Spider Webs	Edron Ham- mer	Enchanted	Enchanted Lodestones
		1	1		1														_						ı	
SALVAGE 4	None	None	None	None	None	None	None	None	None	None	None	None		None		None		None	14	None	None	None	None	None	None	None
SALVAGE 3	None	None	None	None	None	None	None	Bolts of Silk	None	None	None	None		None		None		None > <	-	None	None	None None	Steel Ingots	None	None	None
SAL- VAGE 2	Steel		None	Steel			E S	-	Steel	None	Globs of Ecto-				tions of Ivory		tions of tvory	Sec- tions of	lvory	tions of	Leather	Pells	Wood	Steel	None	None
SALVAGE 1	Piles of Gilt-	- 10		Iron Ingots	Iron Ingots	Iron Ingots	Hides	Bofts of Raw	Iron Ingots	Piles of Gilt- tering Dust	Piles of Glit- tering Dust	Crajac	Coales	Wood Planks		Wood Planks		Wood Planks	1 100	Wood Planks	Hides	Hides	Iron Ingots	Iron Ingots	Shells	Scales
ПЕМ	Crystalline			Deadly	Deadly	Deadly	ed Orr	ed Orr	Defender	Demonic	Demonic Remains	Doceinated	Hydra Claws	Divine	Symbol	Divine	Symbol	Divine		Symbol	Dolyak Clad-	Dolyak Hides	Double- bladed Axe	Dragon Sword	Dull Cara- paces	Dune Bur- rower Jaws

None	None	None	None	None	None	None	None	None	None	None	None	None	None		None	None	None	None	None	None	None	None	None		None	None	None	None
None	None	None	None	None	None	None	None	None	None	None	None	None	Steel Ingots		None	None	None	None	None	None	Bolts of Silk	None	None		None	None	None	None
None	None	None	None	None	None	None	None	None	Hides	Bones	Bones	Bones	Wood	Planks	Bones	Wood	None	None	None	None	Bolts of	Steel	Ingots	Ingots	Steel	Steel	None	None
Granite Slabs	Granite Slabs	Bones	Bones	Bones	Bones	Bones	Bones	Wood Planks	Bones	Hides	Hides	Bolts of Raw	Iron Ingots		Hides	Granite Slabs	Granite Slabs	Granite Slabs	Granite Slabs	Granite Slabs	Bolts of Raw	Iron Ingots	fron Ingots		Iron Ingots	fron Ingots	Wood Planks	Wood Planks
Grim Cesta	Grim Cesta	Grim Cesta	Grim Cesta	Grim Cesta	Grim Cesta	Gruesome Ribcages	Gruesome Sternums	Half Moon	Half-Chewed Masses	Half-Digest- ed Masses	Half-Eaten Blobs	Half-Eaten	Masses Hand Axe		Humps	Hatchet	Healing Ankh	Healing	Healing	Healing	Hill Giant's	Holy Rod	Holy Rod		Holy Kod	Hofy Rod	Holy Staff	Holy Staff
None	Ĭ	None		None		None	None	None	2	None	None	None :		None	None	None		None	None		More	None	None	None	None	None		Mono
Bolts of Silk No		None		None No			None	None No		None	Bolts of Silk No	Rotte of Silk		Borts of Silk	None	None		None	None		2.	Boits of Silk	Boits of Silk No.	Steel Ingots N	Steel Ingots N			
Bolts of	Linen			Steel		-	Leather	Leather	Squares	Leather Squares	Bolts of	Rolls of	Linen	Linen	None	Leather	odnares	Leather	Leather	1	Linen	Bolts of Linen	Botts of Linen	Wood	Wood	Planks	Planks	1
Bolts of Raw	Cloth	Iron Indote		Iron Ingots		stogni non	Hides	Hides		Hides	Botts of Raw	Cloth Rolls of Raw	Cloth	Bolts of Kaw	Plant Fibers	Hides		Hides	Hides	- N- D	Cloth	Bolts of Raw Cloth	Bolts of Raw Cloth	fron ingots	Iron Ingots	lron Ingots	,	Committo Clobo
	Elementalist	Grawl Gear		Grawl Gear		Grawl Gear	Grawl Longspear Gear	Grawl	Longspear Gear	Grawl	Grawl Mes-	Grawl Mec.	mer Gear	Grawl Mes- mer Gear	Grawl	Grawl Nec-	Gear	Grawl Nec- romancer Gear	Graw! Nec-	Gear	man Gear	Grawl Sha- man Gear	Grawl Sha- man Gear	Great Axe	Greater	Summit Axe Greater	Summit	Daim Cools
None	None		None	None		None	None	None		None	None		None		None	None	None	None	None	None	None	None	None		None	None		None
None	Steel Ingots		None	None		None	None	None		None	None		None		None	None	None	None	Botts of Silk	Steel Ingots	None	None	None		None	Bolts of Silk		Boits of Silk
None		Planks	Leather	-		None	Steel	Bolts	of Raw Cloth	Bolts of Raw Cloth	Bolts of Raw	Cloth	Bolts of Raw	Cloth	None	None	Globs of Ecto-	plasm	Bolts of Linen	Wood	Steel	Steel	Ingots	of Char-	None	Bolts of Linen		Bolts of Linen
Wood Planks	Iron Ingots		Hides	Hides		Wood Planks	Iron Ingots	Rolls of	Parchment	Rolls of Parchment	Rolls of Parchment		Rolls of Parchment		Bones	Bones	Piles of Glit- tering Dust	Wood Planks	Bolts of Raw Cloth	Iron Ingots	fron Ingots	Iron Ingots	Granite Slabs		None	Bolts of Raw Cloth		Bolts of Raw
Flatbow	Foehammer		Forest Mino- taur Hide	Forest Mino-	taur Horns	Forgotten Seals	Forked	Frost Artifact		Frost Artifact	Frost Artifact		Frost Artifact		Gargantuan Jawbones	Gargoyle Skulis	Ghostly Remains	Ghostly Staff	Ghoul's Collar	Giant Stay- ers Hammer	Giant's	Gladius	Glowing	Hearts	Gold Nugget	Grawl Elementalist	Gear	Grawl

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None	None	None		None	None	None	None	None		None		None	None	None	None	None	None	None		None	None	None	None	None	Mono	august and a second	None
None	None	None		None	None	Steel Ingots	None	None		None		None	None	None	None	None	None	None		More	Bolts of Silk	Steel Ingots	None	Bolts of Silk	Mone	NONE	None
None	None	Steel	Ingots	Petts	Bones	Wood	Steel	Leather		None		Silk	None	None	Steel	Leather	Sec- tions of	Ivory		Squares	Bolts of Linen	Wood	None	Bolts of	None	NOIS	Steel
Wood Planks	Wood Planks	Iron Ingots		Hides	Hides	Iron Ingots	Iron Ingots	Hides		Piles of Glit-	T	rering Dust	Bones	Bones	Wood Planks	Hides	Bornes	Challe		Sapri	Bolts of Raw Cloth	Iron Ingots	Piles of Glit- tering Dust	Bolts of Raw	Cholle	orells	Iron Ingots
Longbow	Longbow	Longclaw		Losaru	Losaru Manes	Magmas Arm	Magmas	Maguuma Animal	Hides	Maguuma	Indiaco	Spider Webs	Massive	Mergoyle Skulls	Muitia Shield	Minotaur Hide	Minotaur Horns	Mosey	Mandibles	Minotaur	Mursaat Garments	Mursaat	Mursaat	Necrid	Obeidian	Burrower Jaws	Ornate Buckler
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None		None		None	None	None	None	None		None	None		None	None	None	None	None	None	None	None	None	None	None	None	Mone	None	None
None		None		None	None	None	None	None		None	None		None	None	None	None	None	None	None	None	Steel Ingats	None	None	None	onoly	None	None
Jo O	Ecto- plasm	1	-	Steel					S	Ingots	Iron I		None	None	None	None	None	None	Steel		Wood Planks	Steel		None		Squares	
1	tering Dust	Iron Ingots		Iron Ingots	fron Ingots	fron Ingots	Piles of Gitt-		+	Piles of Girt- tering Dust	Piles of Glit-			Wood Planks	Wood Planks	Wood Planks	Scales	Bones	Iron Ingots	Iron Ingots	lron Ingots	Iron Ingots	None	None	O.P.I.	rides Scales	ots
	Pauldron			Jeweled		Jeweled			1	Jeweled	Jeweled			Jeweled Staff	Jeweled Staff	Jeweled Staff	Jungle Skale Fins	Jungle Troll Tusks	Justiciar's Armor	Knight's Armor	Krytan Axe	Krytan	gag of	-	Gold Bars	Belts Leathery	P
																							T	T			
SALVAGE 4	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	O O O	None	None		None	None
SALVAGE 3	None	None	None	Nane	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	Noo	Note	None		None	None
SAL. S	None	Bones	None	None	Bones	Bones	Bones	None	None	None	None	None	Leather Squares	Steel	Steel	Steel		None	None	None	None		a so so		_	Globs of Ecto-	None
SALVAGE 1	Wood Planks	Wood Planks	Wood Planks	Wood Planks	Hides	Hides	Hides	Granite Slabs	Bones		Bones	Bones	Hides	Iron Ingots	Iron Ingots	Iron Ingots	Iron Ingots	Wood Planks	Wood Planks	Wood Planks	Wood Planks	The state of the s	readiers	Scales		Piles of Glit- tering Dust	Shells
ITEM	Holy Staff	Horn Bow	Horn Bow	Horn Bow	Hunter's Keepsakes	Hunter's Trophies	lcy Hunter's Trophies	lcy Lode- stones	Idoi	ldol	lobi	ldol	Igneous Ettin Hides	Inscribed	Inscribed	Inscribed	Inscribed	Inscribed	Inscribed	Inscribed Staff	Inscribed		SB	Ivory Troli	Tusks	Jade Gorget	Jade Man- dibles

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Monstrous Eyes	None	Monstrous Fangs	None	None		None	None		None		None		None	None	None	None	None	None	None	None	None	None
Monstrous Claws	None	Monstrous Claws	Nome	None		None	None		None		None		None	None	None	None	Steel Ingots	None	Bolts of Silk	None :	Steel Ingots	None
Bones	Globs of Ecto- plasm	Bones	Piles of Glit- tering	Dust Piles of Glit-	tering Dust	Piles of Glit- Glit- tering	Piles of	tering Dust	Piles of Glit-	tering Dust	Piles of Glit-	tering Dust	None	None	Steel	Steel Ingots	Wood	Steel	Bolts of Linen	Steel Ingots	Wood	None
Feathers	Piles of Glit- tering Dust	Scales	Bones	Bones		Bones	Bones		Bones	S. C. Perrode, Res	Bones		Wood Planks	Wood Planks	Iron Ingots	Iron Ingots	iron ingots	Iron Ingots	Bolts of Raw	Iron Ingots	fron ingots	Wood Planks
Random Drops one of these=	Random Drops one of these=	Random Drops one of these=	Random Drops one of these=	Random Drops one of	these=	Random Drops one of these=	Random	these=	Random Drops one of	Blese=	Random Drops one of	these=	Raven Staff	Recurve	Reinforced Buckler	Rekki Blade	Righteous	Rinblade	Ritualist's Tunic	Round	Runic Ham- mer	Sacred Staff
None	Monstrous Fangs	None	Monstrous Fangs	Sapphires	Monstrous Fangs	Sapphires	None		Note (A)	None		None '' ' '		Monstrous Fangs	None	And		None (1887)	Sapphires		Sapphires	
Monstrous Eyes	Monstrous Claws	None	Monstrous Claws	Ruby	Monstrous Claws	Ruby	None	-	None of the second of the seco	Monstrous Eyes		None	100	Monstrous Claws	None	S. Carlotte and M. Carlotte an		None - 55 5 55 5	Ruby		Ruby	
Wood	Bones	Mon- strous Claws	Bones	Lumps of Char- coal	Bones	Lumps of Char-	coal Mon-	strous	Mon- strous Claws	Wood	Pianks	Mon- strous	Claws	Волеѕ	Mon-	Claws Clobe of	Ecto- plasm	Mon- strous	Claws	of Char- coal	Char-	
Plant Fibers	Scales	Shells	Scales	Granite Slabs	Scales	Granite Slabs	Shells		Shells	Plant Fibers		Shells	411-422-323-4	Scales	Shells	Dilac of Clife	tering Dust	Shells :	Granite Slabs		Granite Slabs	
Random Drops one of these=	Random Drops one of	these= Random Drops one of	these=	Drops one of these=	Random Drops one of these=	Random	Drops one of these=	Random Drops one of	these=	Drops one of	Random	Urops one of these=	Drops one of these=	Random Drops one of	these= Random	Drops one of these=	Random Drops one of	- Account				
None	None	None	None		None	None	None	None	None	None	None	None	None		None	Monstrous Fangs	Sapphires	None		Monstrous Fangs	Monstrous Eyes	
None	Globs of Ecto- plasm	Globs of Ecto- plasm		plasm	None	Steel Ingots	None	Bolts of Silk	None	None	None	None	None		Steel ingots	Monstrous Claws	Ruby	None		Monstrous Claws	Monstrous Claws	
None	Piles of Glit- tering	\$ io		Glit- tering Dust	Globs of Ecto-	Wood	None	Bolts of Linen	Leather Squares	None	None	None	None		Wood	Bones	Lumps of Char-	Globs of	Ecto- plasm	Bones	Bones	
Plant Fibers	Bolts of Raw Cloth	Bolts of Raw Cloth	Bolts of Raw	Cloth	Piles of Glit- tering Dust	iron Ingots	None	Bolts of Raw Cloth	Hides	Granite Slabs	Granite Slabs	Granite Slabs	Granite Slabs	Populari di Pinana	Iron ingots	Scales	Scales	Piles of Glit-	tering Dust	Scales	Feathers	-
Ornate Grawl Necklaces	Phantasmal Armor	Phantasmal Armor	Phantasmal	Armor	Phantom Residues	Piercing Axe	Pile of Gold Bars	Priest's Robes	Pristine Ani- mal Hides	Protective Icon	Protective Icon	Protective	Protective	Icon	Kams Ham- mer	Random Drops one of these=	Random Orops one of	these= Random	Drops one of these=	Random Drops one of	Random	these=

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None	None	None	None	None	None	None	None	None	None	None	None	None		None	None	None		None	None		None	None	None	None	None	None	None	
None	None	None	None	None	None	None	None	None	None	Steel Ingots	None	None		None	None	None		None	None		None	None	None	Steel Ingots	Steel Ingots	None	Steel Innote	200
None	None	None	Pelts	Leather Squares	Leather Squares	Steel	None	Steel Ingots	Bolts of Silk	Wood	None	Steel	Ingots	None	Steel	Bolts	of Raw Cloth	Botts of Raw Cloth	Bolts	of Raw Cloth	Bolts of Raw	None	Globs of Ecto- plasm	Wood	Wood	Steel	Mond	Planks
Wood Planks	Wood Planks	Wood Planks	Hides	Hides	Hides	Iron Ingots	Shells	Iron Ingots	Piles of Glit- tering Dust	fron Ingots	Scales	fron Indots		Plant Fibers	iron Ingots	Roils of	Parchment	Rolls of Parchment	Rolls of	Parchment	Rolls of Parchment	Wood Planks	Piles of Glit- tering Dust	Iron Ingots	fron Ingots	Iron Ingots	Ima foode	COOR INCH
Smiting Staff	Smiting Staff	Smiting Staff	Snowy Ani- mal Hides	Snowy Cen- taur Hides	Snowy Ettin Hides	Spatha	Spider Legs	Spider Shield	Spider Webs	Spiked Axe	Spiked	Spiked Targe		Spiny Seeds	Stone Sum- mit Shield	Storm	Artifact	Storm	Storm	Artifact	Storm	Storm Bow	Stormy Eyes	Summit Axe	Summit	Summit	Shield Swam Clinh	amo dupuo
			To the state of		E				_						1	_												
None		None		None	None		None	None	None		None	None	None		None	Mono	None	None	None	None	None	None	None	None	None	None	None	None
None		None		Bolts of Silk	Bolts of Silk		None	None	Bolts of Silk			None	None		Steel Ingots	Mono	Note	None	Моле	None	None	None	None	None	None	None	None	None
	Slogui	-	Squares	Bolts of Linen	Bolts of	Linen	None	Leather	Bolts of	Linen	None	Steel	Globs of	Ecto- plasm	Wood	Planks	Squares	None	None	None	Steel	Steel	None	Steel	Steel	Steel	Steel Ingots	None
Iron Ingots		Hides		Bolts of Raw Cloth	Bolts of Raw	Cion	Piles of Glit- tering Dust	Hides	Bolts of Raw	Cloth	Wood Planks	Iron ingots	Piles of Git-	tering Dust	fron Ingots	Lidon	rides	Bones	Scales	Bones	Iron Ingots	Iron Ingots	None	Iron ingots	fron Ingots	Iron Ingots	Iron Ingats	Wood Planks
Shiverpeak	Armor	Shiverpeak	Bowmaster Vest	Shiverpeak Elementalist	Shiverpeak	Robes	Shiverpeak Manes	Shiverpeak Necroman-	cer Tuni Shiverpeak	Windcaster Robes	Short Bow	Short Sword	Shriveled	Eyes	Sickle	Oinsend Ani	mal Hides	Singed Gargoyle Skulls	Skale Fins	Skeletal	Skeleton Shield	Skull Shield	Small Bag of Gold	Smiting Rod	Smitting Rod	Smiting Rod	Smiting Rod	Smitting Staff
	T								T			12 to			T					П								7
SALVAGE 4		None	None	None	None	None		None	None	State of the state	None		None	None	None		None	None	None	None	None	None	None	None	None	None	None	
SALVAGE 3		Bolts of Silk	None	None	None	None		None	None	A control of the cont	None		None	Steel Ingots	None		Steel ingots	None	None	None	None	None	None	None	None	None	Steel Ingots	
SAL-	VAGE 2	Bolts of Linen	None	Steel	None	Bolts	of Raw Cloth	Bolts of Raw	Bolts	Cloth	Bolts of Raw	Cloth	Leatner	Wood	Planks	Ingols	Wood	None	Steel	None	Steel	None	Globs of Ecto-	Steel	Steel	Steel	Wood	2
SALVAGE 1		Botts of Raw Cloth	Shells	fron Ingots	Plant Fibers	Rolls of	Parchment	Rolls of Parchment	Rolls of	Parchment	Rolls of Parchment		Hides	tron Ingots	Iron Inaots		fron Ingots	Wood Planks	Iron Ingots	Wood Planks	Iron Ingots	Wood Planks	Piles of Girt- tering Dust	fron Ingots	Iran Ingots	Iron Ingots	from Ingots	
ІТЕМ		Savant's Robes	she-	Scimitar	Scorched			Scroll	Scrolf		Scroll		Seeker's	Sephis Axe	Sephis	Sword	Serpent Axe	Serpentine	Shadow	Shadow Bow	Shield	Shadow	Shadowy Remnants	Shield of the Dead	Shield of the Wing	Shining Gladius	Shining Maul	



None	None	None	None	None	None	None	None	None	None	None	None		None	None	None	None	None	None	None	None	None	None	None	None
Steel Ingots	Steel Ingots	Steel Ingots	Steel Ingots	Steel Ingots	Steel Ingots	None	Boits of Silk	None	None	None	None		None	None	None con	None	None	Steel Ingots	None Control	Steel Ingots	None	None	None	None
Wood	Wood	Wood	Wood Planks	Wood Planks	Wood	Bones	Bolts of Linen	None	None	None	None	Ingots	Steel	Steel	Steel	None	None	Wood	Steel Ingots	Wood Planks	Steel Ingots	Leather	Leather	Steel
from Ingots	Iron Ingots	fron Ingots	iron ingots	Iron Ingots	Iron Ingots	Hides	Bolts of Raw Cloth	Wood Planks	Wood Planks	Wood Planks	Wood Planks fron Ingots		Iron Ingots	tron Ingots	Iron Irigots	Bolts of Raw Cloth	Bolts of Raw Cloth	Iron Ingots	fron Ingots	fron Ingots	Wood Planks	Hides	Hides	fron Ingots
War Axe	War Ham- mer	War Ham- mer	War Ham-	War Ham- mer	War Ham- mer	Warden's Trophies	Warlock's Robes	Water Staff	Water Staff	Water Staff	Water Staff Water Wand		Water Wand	Water Wand	Water Wand	White Mantle Badges	White Mantle Emblems	White Scythe	Wingblade	Wolf Ham- mer	Wooden Buckler	Wom Belts	Worn Belts	Wrathful
None	None	None	None	None	None	None	None	None	Mono	None	None	None	None	None	None	None	None	None	None	None	None		None	None
Boits of Silk No				-		. "	Total Page		100		Steel Ingots No			Steel Ingots No	:	6 6 6	si V	ta Ta A A	:		Bolts of Silk N		Steel Ingots N	· ·
Bolts of Bolts	Steel None Ingots	None None	None None	Steel None	Steel None Ingots	Steel None Ingots	Steel None	Steel None	+	Steel None	Wood Ster	None None	Steel None Ingots	Wood Ste	Steel None Ingots	Steel None Ingots	Steel None Ingots	Steel None Ingots	Steel None Ingots	Steel. None	-	-	Wood Ste Planks	None None
Bolts of Raw Cloth	Iron ingots	Plant Fibers	Shells	Iron Ingots	Iron Ingots	Iron Ingots	Iron Ingots	Iron Ingots		ron ingots	Iron Ingots	Scales	Iron Ingots	Iron Ingots	Iron Ingots	Granite Slabs	Iron Ingots	Iron Ingots	Iron Ingots	Iron Ingots	Bolts of Raw Cloth		Iron Ingots	Plant Fibers
Sycophant's E Robes (Fall Shield	Tangled Feeds	Thorny	Titan Armor	Titan Armor	Titan Armor	Titan Armor	Titan Armor		Titan Armor	Titans Axe	Topaz Crests	Tower Shield	Tribal Axe	Tribal Blade	Tribal Blade	Truncheon	Trunchean	Truncheon	Truncheon	Tundra		Twin Ham- mer	Unnatural Seeds

Components and Runes Appendix C: Upgrade

Components

These items can be retrieved from dropped weapons and other pieces of single weapon-for example, one staff can be upgraded by both a Staff loot. Two different types of upgrade components can be added to any

Runes

Wrapping and a Staff Head.

expert salvage kits on magic, uncommon, or rare items; and are used to enhance your own character's gear. Unlike upgrade components, runes Runes are similar to upgrade components- they are also found by using can only be used on armor, and the effects of identical runes do not stack. For example, placing a Rune of Minor Vigor (Health +1) on your helmet and the same rune on your gauntlets, your Health bonus will still only be +1.

unwanted runes on consignment, and sell you runes that you need. The Rune traders in every town (and in some outposts) will sell your price will be based on the current going rate within the game.



CLASS	ARMOR RUNES	RUNE BONUS	PENALTY	Ranger	Rune of Minor Beast Mastery	When applied to armor you get +1 Beast Mastery	N/A
Any	Rune of Minor Vigor	When applied to armor you get +30 Health	NA	Ranger	Rune of Minor Expertise	When applied to armor you get +1 Expertise	N/A
Assassin	Rune of Minor Critical Strikes	When applied to armor you get +1 Critical Strikes	N/A	Ranger	Rune of Minor Wilderness Survival	When applied to armor you get +1 Wilderness Survival	NIA
Assassin	Rune of Minor Dagger Mastery	When applied to armor you get +1 Dagger Mastery	N/A	Ranger	Rune of Minor	When applied to armor you get	NIA
Assassin	Rune of Minor Deadly Arts	When applied to armor you get +1 Deadly Arts	N/A	Ritualist	Rune of Minor	When applied to armor you get	NIA
Assassin	Rune of Minor Shadow Arts	When applied to armor you get +1 Shadow Arts	NA		Magic	organism brightness	
Mesmer	Rune of Minor Domination Magic	When applied to armor you get +1 Domination Magic	N/A	Ritualist	Rune of Minor Restoration Magic	When applied to armor you get +1 Restoration Magic	NA NA
Mesmer	Rune of Minor Fast Casting	When applied to armor you get +1 Fast Casting	NA	Ritualist	Rune of Minor Communing	When applied to armor you get +1 Communing	NIA
Mesmer	Rune of Minor Illusion Magic	When applied to armor you get +1 Illusion Magic	N/A	Ritualist	Rune of Minor Spawning Power	When applied to armor you get +1 Spawning Power	N/A
Mesmer	Rune of Minor Inspiration Magic	When applied to armor you get +1 Inspiration Magic	N/A	Warrior	Rune of Minor Absorbtion	When applied to armor you get -1 damage from all attacks	NA
Necromancer	Rune of Minor Blood Magic	When applied to armor you get +1 Blood Magic	N/A	Warrior	Rune of Minor Strength	When applied to armor you get +1 Strength	NIA
Necromancer	Rune of Minor Curses	When applied to armor you get +1 Curses	N/A	CLASS	ARMOR	RUNE BONUS	PENALTY
Necromancer	Rune of Minor Death Magic	When applied to armor you get +1 Death Magic	N/A	Warrior	Rune of Minor Axe Mastery	When applied to armor you get +1 Axe Mastery	N/A
Necromancer	Rune of Minor Soul Reaping	When applied to armor you get +1 Soul Reaping	N/A	Warrior	Rune of Minor Hammer Mastery	When applied to armor you get +1 Hammer Mastery	N/A
Elementalist	Rune of Minor Air Magic	When applied to armor you get +1 Air Magic	WA	Warrior	Rune of Minor sordsmanship	When applied to armor you get +1 Swordsmanship	NIA
Elementalist	Rune of Minor Earth Magic	When applied to armor you get +1 Earth Magic	N/A	Warrior	Rune of Minor Tactics	When applied to armor you get #1 Tactics	N/A
Elementalist	Rune of Minor Energy Storage	When applied to armor you get +1 Energy Storage	N/A				
Elementalist	Rune of Minor Fire Magic	When applied to armor you get +1 Fire Magic	N/A	Any	Rune of Major Vigor	When applied to armor you get +40 health	N/A
Elementalist	Rune of Minor Water Magic	When applied to armor you get +1 Water Magic	N/A	Assassin	Rune of Major Critical Strikes	When applied to armor you get +2 Critical Strikes	-50 Health
Monk	Rune of Minor Divine Favor	When applied to armor you get +1 Divine Favor	N/A	Assassin	Rune of Major Dagger Mastery	When applied to armor you get +2 Dagger Mastery	-50 Health
Monk	Rune of Minor Healing Prayers	When applied to armor you get +1 Healing Prayers	N/A	Assassin	Rune of Major Deadly Arts	When applied to armor you get +2 Deadly Arts	-50 Health
Monk	Rune of Minor Protection	When applied to armor you get +1 Protection Prayers	N/A	Assassin	Rune of Major Shadow Arts	When applied to armor you get +2 Shadow Arts	-50 Health
Monk	Prayers Rune of Minor Smiting Prayers	When applied to armor you get +1 Smiting Prayers	N/A	Mesmer	Rune of Major Domination Magic	When applied to armor you get +2 Domination Magic	-50 Health

												-	T											7
-75 Health	-75 Health	Illical C.	-75 Health		-75 Health	-75 Health		-/5 Health	-75 Health	-75 Health		-75 Health	-75 Health		-75 Health	-75 Health	-75 Health		-75 Health		-75 Health	-75 Health		
When applied to armor you get +3 Death Magic	When apolied to armor voy get	+3 Soul Reaping	When applied to armor you get	+3 Air Magic	When applied to armor you get +3 Earth Magic	When applied to armor you get	one of the second	when applied to armor you get +3 Fire Magic	When applied to armor you get +3 Water Magic	When applied to armor you get	+3 Divine Favor	When applied to armor you get +3 Healing Prayers	When applied to armor you get		When applied to armor you get +3 Smiting Prayers	When applied to armor you get +3 Beast Mastery	When applied to armor you get	+3 Expense	When applied to armor you get +3 Witderness Survival		When applied to armor you get +3 Marksmanship	When applied to armor you get	5	
Rune of Superior Death	Magic Rune of	Superior Soul Reaping	Rune of	Superior Aur Magic	Rune of Superior Earth Magic	Rune of Superior Fnemy	Storage	Superior Fire Magic	Rune of Superior Water	Magic Rune of	Superior Divine Favor	Rune of Superior Healing Drauge	Rune of Superior	Protection Prayers	Rune of Superior Smiting Prayers	Rune of Superior Beast	Rune of	Expertise	Rune of Superior	Survival	Rune of Supenor	Marksmanship Rune of Superior	Channeling Magic	
Necromancer	Necromancer		Elementalist		Elementalist	Elementalist		Ciententalist	Elementalist	Monk		Monk	Monk		Monk	Ranger	Ranger		Ranger		Ranger	Ritualist		
-50 Health	-50 Health	-50 Health		-50 Health	-50 Health	-50 Health	-50 Health		N/A	-75 Health	-75 Health		-75 Health	-75 Health	-75 Health		-75 Health	-75 Health		-75 Health		-75 Health	-75 Health	
When applied to armor you get +2 Spawning Power	When applied to armor you get	-2 damage from all attacks When applied to armor you get	+2 Strength	When applied to armor you get +2 Axe Mastery	When applied to armor you get +2 Hammer Mastery	When applied to armor you get	+2 Swordsmanship When applied to armor you get	+2 Tactics	When applied to armor you get +50 Health	When applied to armor you get +3 Critical Strikes	When applied to armor you get	+3 Dagger Mastery	When applied to armor you get +3 Deadly Arts	When applied to armor you get	When applied to armor you get	Oriniation Magic	When applied to armor you get +3 Fast Casting	When applied to armor you get	+3 Illusion Magic	When applied to armor you get	and the state of t	When applied to armor you get +3 Blood Magic	When applied to armor you get +3 Curses	
Rune of Major Spawning	Power Rune of Major	Absorbtion Rune of Major	Strength	Rune of Major Axe Mastery	Rune of Major Hammer	Rune of Major	Swordsmanship Rune of Major	Tactics	Rune of Superior Vigor	Rune of Superior Critical	Strikes Rune of	Superior Dagger Mastery	Rune of Superior Deadly Arts	Rune of Superior	Arts	Domination Magic	Fast	Rune of	Superior Illusion Magic	Rune of		Rune of Superior Blood Magic	or Curses	
Ritualist	Warrior	Warrior		Warrior	Warrior	Warnor	Warrior		Any	Assassin	Assassin		Assassin	Assassin	Mesmer		Mesmer	Mesmer	-	Mesmer		Necromancer	Necromancer	
-50 Health	-50 Health	-50 Health		-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health	-50 Health		-50 Health	-50 Health	-50 Health	-50 Health
When applied to armor you get +2 Fast Casting	When applied to armor you get +2 Illusion Magic	When applied to armor you get +2 Inspiration Magic		When applied to armor you get +2 Blood Magic	When applied to armor you get +2 Curses	When applied to armor you get +2 Death Magic	When applied to armor you get +2 Souf Reaping	When applied to armor you get +2 Air Magic	When applied to armor you get +2 Earth Magic	When applied to armor you get +2 Energy Storage	When applied to armor you get +2 Fire Magic	When applied to armor you get +2 Water Magic	When applied to armor you get +2 Divine Favor	When applied to armor you get +2 Healing Prayers	When applied to armor you get +2 Protection Prayers	When applied to armor you get +2 Smiting Prayers	When applied to armor you get +2 Beast Mastery	When applied to armor you get +2 Expertise	When applied to armor you get +2 Wilderness Survival		When applied to armor you get +2 Marksmanship	When applied to armor you get +2 Channeling Magic	When applied to armor you get +2 Restoration Magic	When applied to armor you get
Fast Casting	Rune of Major Illusion Magic	Rune of Major Inspiration	Magic	Rune of Major Blood Magic	Rune of Major Curses	Rune of Major Death Magic	Rune of Major Soul Reaping	Rune of Major Air Magic	Rune of Major Earth Magic	Rune of Major Energy Storage	Rune of Major Fire Magic	Rune of Major Water Magic	Rune of Major Divine Favor	Rune of Major Healing Prayers	Rune of Major Protection Prayers	Rune of Major Smiting Prayers	Rune of Major Beast Mastery	Rune of Major Expertise	Rune of Major Wilderness	Survival	Rune of Major Marksmanship	Rune of Major Channeling Magic	Rune of Major Restoration Magic	Rune of Major
Mesmer	Mesmer	Mesmer		Necromancer	Necromancer	Necromancer	Necromancer	Elementalist	Elementalist	Elementalist	Elementalist	Elementalist	Monk	Monk	Monk	Monk	Ranger	Ranger	Ranger		Ranger	Ritualist	Ritualist	Ritualist

CLASS	ARMOR RUNES	RUNE BONUS	PENALTY
Ritualist	Rune of Superior Communing	When applied to armor you get +3 Communing	-75 Health
Ritualist	Rune of Superior Spawning Power	When applied to armor you get +3 Spawning Power	-75 Health
Warrior	Rune of Superior Absorbtion	When applied to armor you get -3 damage from all attacks	-75 Health
Warnor	Rune of Superior Strength	When applied to armor you get +3 Strength	-75 Health
Warrior	Rune of Superior Axe Mastery	When applied to armor you get +3 Axe Mastery	-75 Health
Warrior	Rune of Superior Hammer Mastery	When applied to armor you get +3 Hammer Mastery	-75 Health
Warrior	Rune of Superior Swordsman- ship	When applied to armor you get +3 Swordsmanship	-75 Health
Warrior	Rune of Superior Tactics	When applied to armor you get +3 Tactics	-75 Health

Appendix D: Collectors

Trading in Your Trophies

Collectors are NPCs that will give you items—including armor that is often better than what you'll get from the Crafters—in exchange for trophies dropped by monsters. These trophies can also be sold to Merchants for gold, but you'll often find that saving a few for a Collector will get you some excellent gear.



REGION	LOCATION	COLLECTOR NAME	ТКОРНУ	MONSTER	PRIMARY SALVAGE	SECONDARY SALVAGE
Shing Jea Island	Haiju Lagoon	Jun	Bonesnap Shells	Bonesnap Turtles	Bones	Shells
Shing Jea Island	Haiju Lagoon	Shwang Jo	Elder Kappa Shells	Kappa	Bones	Shells
Shing Jea Island	Haiju Lagoon	Kikuchiyo	Gold Crimson Skull Coin	Crimson Skulls	Iron Ingots	N/A
Shing Jea Island	Haiju Lagoon	Renfield	Enchanted Vines	Grasping Roots	Plant Fibers	N/A
Shing Jea Island	Haiju Lagoon	Gorobei	Naga Pelts	Nagas	Scales	N/A
Shing Jea Island	Jaya Bluffs	Gruut Snowfoot	Feathered Crests	Senesali	Feathers	N/A
Shing Jea Island	Jaya Bluffs	Moro	Stolen Supplies	Yeti	Bolts of Clath	Plant Fibers
Shing Jea Island	Jaya Bluffs	Rei Ming	Silver Crimson Skull Coin	Crimson Skulls	Iron Ingots	NA
Shing Jea Island	Kinya Province	Manzo	Mantid Pincers	Mantids	Shells	N/A
Shing Jea Island	Kinya Province	Keiko	Copper Crimson Skull Coin	Crimson Skulls	lron Ingots	NA
Shing Jea Island	Kinya Province	Craw Razorbeak	Naga Hides	Nagas	Scales	N/A
Shing Jea Island	Panjiang Peninsula	Jiang Wu	Kappa Shells	Карра	Bones	Shells
Shing Jea Island	Panjiang Peninsula	Akoto	Copper Crimson Skull Coin	Crimson Skulls	Iron Ingots	N/A
Shing Jea Island	Panjiang Peninsula	Kenji	Silver Crimson Skull Coin	Crimson Skulls	Iron Ingots	N/A
Shing Jea Island	Ran Masu Gardens	Xue Yi	Animal Hides	Sickened Animals	Tanned Hide Squares	Fur Squares
Shing Jea Island	Ran Masu Gardens	Kimi	Forgotten Trinket Boxes	Sickened Humans	Iron Ingots	NA
Shing Jea Island	Ran Masu Gardens	Sheco	Augmented Flesh	Afflicted Creatures	Piles of Glittering Dust	Вопез
Shing Jea Island	Seitung Harbor	Chien Wu	Oni Claws	Oni	Bones	Monstrous Claw
Shing Jea Island	Shing Jea Monastery	Hao Zheng	Oni Talons	Oni	Bones	Monstrous Claw
Shing Jea Island	Sunqua Vale	Seung Kim	Feathered Scalps	Senesali	Feathers	NA
Shing Jea Island	Sunqua Vale	Ho Jun	Mantid Pincers	Mantids	Shells	N/A
Shing Jea Island	Sunqua Vale	Chibichi	Kappa Hatchling Shells	Карра	Bones	Shells
Shing Jea Island	Sunqua Vale	Ziyi	Naga Hides	Nagas	Scales	N/A
Shing Jea Island	Tsumei Village	Jin Ko	Feathered Scalps	Senesali	Feathers	NA
Kaineng City	Bukdek Byway	Kyuzo	Venerable Mantid Pincers	Mantids	Shells	N/A
Kaineng City	Bukdek Byway	Gong Mei	Plague Idols	Am Fah	Iron Ingots	NA
Kaineng City	Bukdek Byway	Minister Ming	Putnd Cysts	Afflicted Creatures	Piles of Glittering Dust	Bones
Kaineng City	Imperial Sanctum	Gi Hahn	Soul Stones	Shiroken	Granite Stabs	Lumps of Charcoal
Kaineng City	Maatu Keep	Von Zu Brauer	Pulsating Growths	Afflicted Creatures	Piles of Glittering Dust	Bones
Kaineng City	Pongmei Valley	Luci	Guardian Moss	Island Guardian	Plant Fibers	NA
Kaineng City	Senji's Corner	Sakai	Celestial Essences	Celestial Creatures	Piles of Glittering Dust	N/A
Kaineng City	Shenzun Tunnels	Chen	Jade Bracelets	Jade Brotherhood	Pries of Glittering Dust	NA
Kaineng City	Shenzun Tunnels	Honglei Sun	Ancient Kappa Shells	Карра	Bones	Shells
Kaineng City	Shenzun Tunnels	Hana	Plague Idols	Am Fah	Iron Ingots	N/A
Kaineng City	Shenzun Tunnels	Satu	Putrid Cysts	Afflicted Creatures	Piles of Glittering Dust	Bones
Kaineng City	Tahnnakai Temple	Kwan Ahn	Pulsating Growths	Afflicted Creatures	Piles of Glittering Dust	Bones
Kaineng City	The Undercity	Ohta	Plague Idols	Am Fah	Iron Ingots	N/A
Kainena City	Maiin Razase	luna Dun	And Dancelate	1 - 4 - B - 4 - 4 - 1	4 1000	

			N. Contract	MONETED	DRIMARY SALVAGE	SECONDARY SALVAGE
REGION	LOCATION	TOK NAME	KOPH	MONOILLA	Shalls	S/N
Kaineng City	Wajjun Bazaar	Jiang Po	Venerable Mantid Pincers	Mantids	Shells	KE
Kaineng City	Wajjun Bazaar	Hea Kang	Plague Idols	Am Fah	Iron Ingots	N/A
Kaineng City	Wajjun Bazaar	Yohei	Putrid Cysts	Afflicted Creatures	Piles of Glittenng Dust	Bones
Kaineng City		Bae Kwon	Red Slasher Hides	Red Slashers	Scales	N/A
Kaineng City	lay lay	Egg Tallfeather	Jade Bracelets	Jade Brotherhood	Piles of Glittering Dust	N/A
Kaineng City		Yu Ning	Red Slasher Hides	Red Slashers	Scales	N/A
Kaineng City		Chihiro	Soul Stones	Shiro'ken	Granite Slabs	Lumps of Charcoal
Echovald Forest	Altrumm Ruins	Peltsman Jiri	Winged Spider Pelts	Winged Spider	Tanned Hide Squares	Fur Squares
Echovald Forest	Affrumm Ruins	Artor Bobani Kiroz	Warden Horns	Wardens	Bones	N/A
Echovald Forest	Brauer Academy	Kristoffir Roi	Dredge Incisors	Dredge	Bones	Monstrous Fang
Echovald Forest	Brauer Academy	Wilhelm Joseph	Mantis Pincers	Mantis	Shells	NIA
Echovald Forest	Ferndale	Chef Armand	Truffles	Fungai Wallow	Plant Fibers	N/A
Echovald Forest	House zu Heltzer	Andru Pitrak	Keen Oni Claws	Oni	Bones	Monstrous Claw
Echovald Forest	House zu Heltzer	Jaun Stumi	Vampiric Fangs	Hopping Vampire	Bones	N/A
Echovald Forest	House zu Heltzer	Redemptor Kurchek	Luxon Pendants	Luxons	iron Ingots	NA
Echovald Forest	House zu Heltzer	Master Architect Wright	Stone Carvings	Stone Creatures	Granite Slabs	N/A
Echovaid Forest	Morostav Trail	Dimitri Scharkoff	Warden Homs	Wardens	Bones	N/A
Echovald Forest	Mourning Veil Falls	Gerlinda Korbauch	Mantus Pincers	Mantis	Shells	NA
Echovald Forest	Saint Anjeka's Shrine	Guard Captain Mirkoz	Dredge Incisors	Dredge	Bones	Monstrous Fang
Echovald Forest	Saint Anjeka's Shrine	Buk Dirayne	Skull Jujus	Gaki	Bones	NA
Echovald Forest	Vasburg Armory	Healer Silja	Dragon Roots	Dragon Moss	Plant Fibers	NA
Echovald Forest	Vasburg Armony	Jonn Tertehl	Stone Horns	Stone Scale Kirin	Granite Slabs	NA
Echovald Forest	Vasburg Armory	Denos Makaluum	Stone Horns	Stone Scale Kirin	Granite Slabs	N/A
Jade Sea	Archipelagos	Collector Axton	Archaic Kappa Shells	Kappa	Волеѕ	Shells
Jade Sea	Archipelagos	Collector Calius	Green Stasher Hides	Green Slashers	Scales	NIA
Jade Sea	Bai Paasu Reach	Losi Hapatu	Rot Wallow Tusks	Rot Wallows	Bones	Monstrous Fang
Jade Sea	Bai Paasu Reach	Amina	Naga Skins	Nagas	Scales	N/A
Jade Sea	Boreas Seabed (Explorable)	Catrine Embolom	Rot Wallow Tusks	Rot Wallows	Bones	Monstrous Fang
Jade Sea	Breaker Hollow	Maddison	Naga Skins	Nagas	Scales	N/A
Jade Sea	Cavalon	Dauv Menshahi	Keen On Tatons	Oni	Bones	Monstrous Claw
Jade Sea	Cavalon	Zaviar Merkanah	Kurzick Baubles	Kurzicks	Tanned Hide Squares	Leather Square
Jade Sea	Gyala Hatchery (Explorable)	Jahn Pitz	Moon Shells	Scuttle Fish	Piles of Glittening Dust	N/A
Jade Sea	Mount Qinkai	Leon	Stolen Provisions	Yeti	Botts of Cloth	Plant Fibers
Jade Sea	Seafarer's Rest	Collector Farrer	Azure Crests	Saltspray Dragons	Scales	Monstrous Fang
Jade Sea	Silent Surf	Tarena	Kirin Horns	Jade Tom Kirin	Piles of Glittering Dust	N/A
Jade Sea	Silent Surf	Keotah	Azure Crests	Saltspray Dragons	Scales	Monstrous Fang
Jade Sea	The Aurios Mines	Jefri Whylir	Bone Charms	Outcasts	Bones	NA
Jade Sea	Unwaking Waters (Luxon)	Elder Ezio	Kraken Eyes	Krakens	Piles of Glittering Dust	Monstrous Eye
Jade Sea	Zos Shivros Channel	Kristo Trilios	Moon Shells	Scuttle Fish	Piles of Gilttering Dust	N/A
Jade Sea	Zos Shivros Channel	Elder Pomona	Kraken Eyes	Krakens	Piles of Glittering Dust	Monstrous Eye

Uncommon items increase 2-3 levels for Damage/Al/Energy

* Rare items increase 3-4 levels for Damage/Al/Energy

* All values listed are maximum per level and will vary

Appendix E: Weapons

Choosing Your Weapon(s)

You can specialize in a weapon by putting attribute points into a weapon-related attribute gained from your primary or secondary profession. For example, a Ranger with a high Marksmanship score will be able to do a lot more damage with a good bow than a Warrior who has put all his points into Axe Mastery - but reverse the situation, and the Ranger isn't going to do a lot of good carrying an axe. A Ranger/Warrior who put plenty of points If you can use it to kill something or someone, it's a weapon. Any player character can use any weapon in the game, but unless that character specializes in the weapon he's carrying, the weapon will only do minimal damage. into both Axe Mastery and Marksmanship could use both equally well.

o London	
KANGES	
AOE DESCRIPTION	RANGE
Adjacent	13 feet
Any Shout	39 feet
Bow, Flat	167 feet
Bow, Horn	142 feet
Bow, Long	167 feet
Bow, Recurve	142 feet
Bow, Short	112 feet
In the Location, In the Area	26 feet
Melee	2 feet
Nearby, Near the Target	20 feet

WEAPON SPEEDS		2
WEAPON	SPEED	2 4
Axe	1.33 sec.	-
Bow, Flat	~2 sec.	
Bow, Horn	~2.7 sec.	1 (**)
Bow, Long	~2.5 sec.	4
Bow, Recurve	~2.5 sec.	. rc
Bow, Short	~2 sec.	0 (0
Dagger	1.33 sec.	
Hammer	1.75 sec.	00
Rod, Staff	1.75 sec.	0
Sword	1.33 sec.	9 2
		_

Level	Axes	Sword	Hammer			-	Claff	Chiolo				
-		2		Daggers	Bow	Kods	CIGH	Silen	FOCUS		Uncommon Value	Rare Value
	3-5	3-4	4-6	1-3	4-6	2.4	2-4	4	62	5	10	20
2	3-5	4-5	2-7	2.4	5-7	3-5	3-5	5	60	8	15	30
3	4-6	4-6	8-9	2-4	6-8	4-5	4-5	5	4	10	20	40
4	4-7	2-5	7-9	2-5	6-8	4-6	4-6	6.	, V	13	25	51
2	4-8	2-5	7-10	3-5	7-9	5-7	2-5	9	5	16	31	62
9	5-9	8-9	8-11	3-6	7-10	2-7	2-7	7	5	19	37	74
7	5-10	6-2	9-13	3-6	8-11	5-8	5-8	7	5	22	44	87
00	5-11	7-10	10-14	4-7	8-12	6-9	6-9	8	9	25	51	101
6	6-12	8-10	10-15	4-8	9-13	6-10	6-10	8	9	29	58	116
10	6-13	8-11	11-16	4-8	9-14	7-10	7-10	9	7	33	99	132
11	6-14	9-12	12-18	4-9	10-15	7-11	7-11	6	7	37	74	149
12	6-15	9-13	13-19	5-9	10-16	8-12	8-12	10	7	42	83	167
13	6-16	10-13	13-20	5-10	11-17	8-13	8-13	10	80	47	93	187
14	6-17	11-14	14-22	5-10	11-18	8-13	8-13	11	. 80	52	104	208
15	6-18	11-15	14-23	5-11	12-19	9-14	9-14	11	8	58	116	231
16	6-18	12-16	15-24	6-12	12-20	9-15	9-15	12	6	64	128	256
17	7-20	12-17	15-26	6-12	12-21	9-16	9-16	12	9	71	142	284
18	6-21	13-17	16-27	6-13	13-22	10-17	10-17	13	10	78	157	313 perceli seconi ist
18	6-22	13-18	17-28	6-14	13-23	10-18	10-18	13	10	98	173	346
20	6-23	14-19	17-30	6-14	13-24	10-18	10-18	14	10	95	191	381
21	6-24	14-20	17-31	7-15	14-25	10-19	10-19	14	11	105	210	420
22	6-26	14-21	18-32	7-15	14-26	11-20	11-20	15	11	116	231	463
23	6-27	15-21	18-34	7-16	14-27	11-21	11-21	15	12	127	255	509
24	6-28	15-22	19-35	7-17	15-28	11-22	11-22	16	12	140	280	260

ARMOR PEN-ETRATION

ACCURACY

RANGE

ATTACK SPEED

BOW

BOW COMPARISONS

n/a 10%

Poor Fair

Good

Good

Flat

Fair

Poor Fair

Hom

n/a n/a

Good

500d

Fair

Good

Recurve

19-95% but price Ann Surface Ann Surfa				Finnis Ave Haft	Doubles the amount of adrenaline vou	Crippling Sword Hilt	Lengthens Crippled duration on foes	
And Selection of December of Any Selection of Land Selection of Land Selection of Land Selection of Land Selection Selectio	230	WEAPON BONUSES			gain 2-10% of the time		by 33%	
Ava Suffin (Gile) Ava Suffin (G	0	Axe Inherent Bonuses		Sundering Axe Haft	Each hit has 10% armor penetration	Poisonous Sword Hilt	Lengthens Poison duration on foes	
The places become the state of the places buildings to the places buildings		Increases damage by +10-15% but redu- ces your armor while attacking			5-10% of the time	17.1	by 33%	1
And Other of Definition And Other Of Manual September 147 Amorton see Physical Albacks And Other of Manual September 147 Amorton see Physical Albacks And Other of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Physical Albacks And Other Of Manual September 147 Amorton see Amorton see Albacks And Other Of Manual September 147 Amorton see Albacks And Other Of Manual September 147 Amorton see Albacks And Other Of Manual September 147 Amorton see Albacks And Other Of Manual September 147 Amorton see Albacks And Other Of Manual September 147 Amorton see Albacks And Other Of Manual September 147 Amorton see Albacks And Other September 147 Amorton see Albacks And Other Amorton see Alback		Towns of among by 440.450, but nivos				Silencing Sword Hilt	Lengthens Daze duration on foes by	
Ave they of Sheltens 4-4 Amor or Physical Attacks Ave they of Forthering Ave Gip of Sheltens 4-4 Amor or Elemental Marids Ave Gip of Sheltens 4		you -X Energy		Axe Suffix (Grip)		Zoalous Sword Hilf	Each hit from an attack nives you 1	
And City of Stylene And City of Stylene A-4-7 Amono vs. Physical Malacs And City of Stylene A-4-7 Amono vs. Physical Malacs And City of Stylene A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Fortilder A-4-7 Amono vs. Physical Malacs And City of Physical		Increases damage by +10-15% but gives		Axe Grip of Defense	+4-5 Armor	111 22040 650207	Energy, but you also gain -1 Energy	_
Sign bit bits Ave Gipe of Xilburg 4-27 Amon's calculating 4-27		you -1 Health regeneration		Axe Grip of Shelter	+4-7 Armor vs. Physical Attacks		degeneration	- 1
Fig. 9, while Ave Gip of Natibility Ave Makeley 1-10-2014 clanaries Shortd Half		Increases damage by +10-15% but gives		Axe Grip of Warding	+4-7 Armor vs. Elemental Attacks	Vampiric Sword Hilt	Each hit from an attack steals 3 Health	
Fig. 10, 150, w. in the poor of Enchanting Enchanting Enchanting Smoot Hill Enchanting Enrichment Enchanting E		you -1 Energy regeneration		Axe Grip of X Slaying	+10-20% damage vs. a creature type		degeneration	
to by +10-15% while pour characters are to 201% knowledge of the characters are to 201% knowledge of the characters are to 201% knowledge of the characters are to 201% while pour characters are to 201% while pour characters are the characters are to 201% while pour characters are the characters ar		Increases damage by +10-15% while you're enchanted		Axe Grip of Fortitude	+20-30 Health	Funous Sword Hilt	Doubles the amount of adrenaline you	
Sundering Sword Hill Done 95% within your		Increases damage by +10-15% vs a		Axe Grip of Enchanting	Enchantments last 10-20% tonger		gain 2-10% of the time	
Size while your Changes damage by 1-10-15%		hexed foe		Axe Grip of Axe Mastery	Axe Mastery +1 (20% chance while	Sundering Sword Hilt	Each hit has 10% armor penetration a 5-10% of the time	
Supply		Increased damage by +10-15% while your Health is above 50%			using skins)			
Changes damage to Vertical States and training from a last of the states and training from a l		Increases damage by +15-20% while your		Sword Inherent Bonuses		Sword Suffix (Pommel)		
Changes damage to Cald Increases damage by + (1-15%, but gives		Health is below 50%		Increases damage by +10-15%, but		Sword Pommel of Defense	+4-5 Armor	
Changes damage to Cold Changes damage to Cold duration on foes by 35% while in the mat attack gues you attack them attack gues you attack from the consessed damage by 10-15%, but gives the cold changes damage to Cold duration on foes by 35% Changes damage to Cold duration on foes by 35% Changes damage to Cold duration on foes by 35% Changes damage to Cold duration on foes by 35% Changes damage to Cold duration on foes by 35% Changes damage to Cold duration on foes by 35% Changes damage to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large to Cold duration on foes by 35% Changes damage by 10-15% while your large damage by 10-15% while your degeneration on foes by 35% Changes damage by 10-15% while your large		Increases damage by +15-20% while you are suffering from a hex		reduces your armor while attacking		Sword Pommel of Shelter	+4-7 Armor vs. Physical Attacks	
Changes damage to Lightning Changes damage by +10+15%, but gives		Increases damage by +10-15% while in		Increases damage by +10-15%, but gives		Sword Pornmel of Warding	+4-7 Armor vs. Elemental Attacks	
Changes damage by 40-15% while on the progress damage by 40-15% while on tengthers Daze duration on foes by 33%		a stance		100 - A Little 189		Sword Pommel of X Slaying	+15-30% damage vs. a creature type	
Changes damage to Calculation on fees the contribution on fees that there are attack gives by 10-15% while in Changes damage to Lighting and the Calculation on fees that the changes damage by 10-15% while in Changes damage to Lighting and the Calculation on fees that the changes damage by 10-15% while in Changes damage by 10-15% while your Changes da		Energy +5 (Rare only bonus)		you -1 Health regeneration		Sword Pommel of Fortitude	+20-30 Health	
Changes clamage to Cold Increases clamage by + (1)-15% while in Changes clamage to Earth Increases clamage by + (1)-15% while in Changes clamage to Fire Changes clama				Increases damage by +10-15%, but gives		Sword Pommel of Enchanting	Enchantments last 10-20% longer	
Changes damage to Cold Increases damage by +10-15% while in Changes damage to Lightning a state increases damage by +10-15% while in Changes damage to Lightning as the Changes damage to Lightning as the Changes damage to Lightning as the Changes damage by +10-15% while your Lengthens Deep Wound duration on foes by 415-20% while your Lengthens Daze duration on foes by 415-20% while your assert duration on foes by 415-20% while your lengthens Daze duration on foes by 415-20% while your lengthens Daze duration on foes by 415-20% while your lengthens Daze duration on foes by 415-20% while your lengthens Daze duration on foes by 415-20% wh		Axe Prefix (Haft)		you -1 Energy regeneration		Sword Pommel of Swordsmanship	Swordsmanship +1 (20% chance while	
Changes damage to Earth Changes damage to Lightning after Changes damage to Lightning after Changes damage to Lightning after Lengthers Bleeding duration on foes by 33% Lengthers Daze duration on foes by 10 33% Lengthers Daze duration on foes by 33% Lengthers Daze duration on foes by 10 33% Lengthers Daze duration on foes by 10 33% Lengthers Daze duration on foes by 10 33% Lengthers Daze duration on foes by 10 33% Lengthers Daze duration on foes by 10 33% Lengthers Daze duration on foes by 33% Lengthers Daze duration on foes by 33% Lengthers Daze duration on foes by 10 4 4 4 5 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6		icy Axe Haft	Changes damage to Cold	Increases damage by +10-15% while			using skills)	T
Changes damage to Lightning a stance by 33% Lengthens Bleeding duration on foes by 33% Lengthens Deep Wound duration on foes by 145 20% while your Health is below 50% will younghens Daze duration on foes by 33% Lengthens Daze duration on foes by 145 20% while you are suffering from a hex. Lengthens Daze duration on foes by 145 20% while your Health is below 50% will youngly as suffering from a hex. Lengthens Daze duration on foes by 145 20% while you are suffering from a hex. Lengthens Daze duration on foes by 145 20% while you are suffering from a hex. Lengthens Daze duration on foes by 145 20% while you are suffering from a hex. Each hit from an artack gives you 1 Health Shooting Sword Hit Changes damage to Cold Shooting Sword Hit Changes damage to Cold Changes damage to Changes damage to Cold Changes damage to Cold Changes damage to Changes damage to Cold Changes damage to Cold Changes damage to Lightning Finch Shooting Sword Hit Changes damage to Cold Changes damage to Changes dam		Ebon Axe Haft	Changes damage to Earth	enchaned				T
Lengthers Bleeding duration on foes by 33% Lengthers Dep Wound duration on foes by 33% Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 33% Lengthers Daze duration on foes by 33% Lengthers Daze duration on foes by 33% Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 16 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 18 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 18 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 18 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 18 Carry 45 (Rare only borus) Lengthers Daze duration on foes by 1		Shocking Axe Haft	Changes damage to Lightning	a stance		Hammer Inherent Bonuses		
Lengthens Bleeding duration on foes by 33% Lengthens Crippled duration on foes by 33% Lengthens Deep Wound duration on foes by 33% Lengthens Daze duration on foes by capacitation Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by capacitation Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by capacitation Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by 415-50% Lengthens Daze duration on foes lengthens Daze d		Fiery Axe Haft	Changes damage to Fire	damage by +10-15% vs.		Increases damage by +10-15%, but reduces your armor while attacking		
Lengthens Crippled duration on foes by 33% Lengthens Deep Wound duration on foes by 33% Lengthens Daze duration on foes by 33% Lengthens D		Barbed Axe Haft	Lengthens Bleeding duration on foes by 33%	hexed foe increased damage by +10-15% while your		Increases damage by +10-15%, but gives		
Tengthens Deep Wound duration on foes by 33% Lengthens Poison duration on foes by 33% Lengthens Daze duration on foes by 33% Sword Prefix (Hilt) Each hit from an attack siteals 3 Health from an attack siteals 3 Health from an enemy, but gives you -1 Health Barbed Sword Hilt Lengthens Bleeding duration on foes by 33% Changes damage to Cold Changes damage to Cold Changes damage to Fire Each hit from an attack siteals 3 Health Fiery Sword Hilt Changes damage to Cold Changes damage to Fire Barbed Sword Hilt Lengthens Bleeding duration on foes by 33% Changes damage to Cold Changes damage to Fire Barbed Sword Hilt Lengthens Bleeding duration on foes		Crippling Axe Haft	Lengthens Crippled duration on foes by 33%	Health is above 50% Increases damage by +15-20% while your		Increases damage by +10-15%, but gives		
Lengthens Poison duration on foes by 33% Lengthens Weaken duration on foes by 33% Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by 33% Each hit from an attack gives you foes by 1 Each hit from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration degeneration Lengthens Weaken duration on foes by 33% Energy +5 (Rare only bonus) Sword Prifit (Hill) Changes damage to Cold Changes damage to Cold Changes damage to Fire Energy +5 (Rare only bonus) Sword Prifit (Hill) Changes damage to Cold Changes damage to Fire Energy +5 (Rare only bonus) Sword Prifit (Hill) Changes damage to Cold Changes damage to Fire Energy +5 (Rare only bonus) Sword Prifit (Hill) Changes damage to Cold Changes damage to Fire Energy +5 (Rare only bonus) Changes damage to Cold Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Changes damage to Fire Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Changes damage to Fire Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Changes damage to Cold Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Changes damage to Fire Energy +5 (Rare only bonus) Sword Hilt (Phanges damage to Fire Priefy Sword Hill (Phanges damage to Fire Priefy		Cruel Axe Haft	Lengthens Deep Wound duration on foes by 33%	Health is below 50% Increases damage by +15-20% while you		Increases damage by +10-15%, but gives		
Lengthens Weaken duration on foes by 33% Lengthens Daze duration on foes by 33% Lengthens Daze duration on foes by 33% Each hit from an attack gives you degeneration from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration degeneration from an enemy but gives you -1 Health from an enemy from an e		Poisonous Axe Haft	Lengthens Poison duration on foes by 33%	are suffering from a hex		Increases damage by +10-15% while in a		1
Each hit from an attack gives you feach hit from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration from an enemy, but gives you -1 Health degeneration from an enemy, but gives you -1 Health degeneration from an enemy.		Heavy Axe Haft	Lengthens Weaken duration on foes			Increases damage by +10-15% while in		
Each hit from an attack gives you feel hit from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration degeneration degeneration from an enemy.		4 4	uy 33%	Sword Prefix (Hilt)		a stance		
Each hit from an attack gives you become attack gives you have -1 Energy Shocking Sword Hilt Changes damage to Earth Shocking Sword Hilt Changes damage to Lightning degeneration from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration by 33% Beeding duration on foes by 33% by 33% Beeding duration on foes by 33% by 33% beeding duration on foes by 33% by		Silencing Axe Haft	Lengmens Daze duration on loes by 33%	lcy Sword Hilt	Changes damage to Cold	Increases damage by +10-15% vs. a		
1 Energy, but you have -1 Energy degeneration Each hit from an attack steals 3 Health from an energy, but gives you -1 Health degeneration Shocking Sword Hilt Changes damage to Lightning Fiery Sword Hilt Changes damage to Fire Barbed Sword Hilt Lengthens Bleeding duration on foes by 33%		Zealous Axe Haft	Each hit from an attack gives you	Ebon Sword Hilt	Changes damage to Earth	investor damage by +10,15% while your		
Each hit from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration			1 Energy, but you have -1 Energy degeneration	Shocking Sword Hilt	Changes damage to Lightning	Health is above 50%		
by 33%		Vampiric Axe Haft	Each hit from an attack steals 3 Health from an enemy, but gives you -1 Health	Fiery Sword Hilt Barbed Sword Hilt	Changes damage to Fire Lengthens Bleeding duration on foes	Increases damage by +15-20% while your Health is below 50%		
			degeneration		by 33%	Increases damage by +15-20% while you		

Energy +5 (Rare only bonus)		Increases damage by +10-15%, but gives you -X Energy	
		Increases damage by +10.15%, but gives	
Hammer Prefix (Haft)		you -1 Health regeneration	
lcy Hammer Haft	Changes damage to Cold	Increases damage by +10-15%, but gives	
Ebon Hammer Haft	Changes damage to Earth	you -1 Energy regeneration	
		Increases damage by +10-15% while enchanted	
		Increases damage by +10-15% while in a stance	
		domone by ±40 450/ yr	
		hexed foe	
		increased damage by +10-15% while your Health is above 50%	
		Increases damage by +15-20% while your	
Shocking Hammer Haft	Changes damage to Lightning	Health is below 50%	
Fiery Hammer Haft	Changes damage to Fire	Increases damage by +15-20% while you	
Cruel Hammer Haft	Lengthens Deep Wound duration on foes by 33%	are suffering from a hex Energy +5 (Rare only bonus)	
Poisonous Hammer Haft	Lengthens Poison duration on foes		
4	uy 33.70	Dagger Prefix (Tang)	
неауу паттег пап	by 33%	lcy Dagger Tang	Changes damage to Cold
Silencing Hammer Haft	Lengthens Daze duration on foes by	Ebon Dagger Tang	Changes damage to Earth
	33%	Shocking Dagger Tang	Changes damage to Lightning
Zealous Hammer Haft	Each hit from an attack gives you 1	Fiery Dagger Tang	Changes damage to Fire
	degeneration	Barbed Dagger Tang	Lengthens Bleeding duration on foes
Vampiric Hammer Haft	Each hit from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration	Crippling Dagger Tang	Lengthens Crippled duration on foes by 33%
Furious Hammer Haft	Doubles the amount of adrenaline you gain 2-10% of the time	Poisonous Dagger Tang	Lengthens Poison duration on foes by 33%
Sundering Hammer Haft	Each hit has 10% armor penetration a 5-10% of the time	Silencing Dagger Tang	Lengthens Daze duration on foes by 33%
		Zealous Dagger Tang	Each hit from an attack gives you 1
Hammer Suffix (Grip)			degeneration
Hammer Grip of Defense	+4-5 Armor	Vampiric Dagger Tang	Each hit from an attack steats 3 Health
Hammer Grip of Shelter	+4-7 Armor vs. Physical Attacks	}	from an enemy, but gives you -1 Health
Hammer Grip of Warding	+4-7 Armor vs. Elemental Attacks	C. malanian Donner Town	regeneration
Hammer Grip of X slaying	+15-30% damage vs. a creature type	Sourcearing Dagger Tang	5-10% of the time
Hammer Grip of Fortitude	+20-30 Health		
Hammer Grip of Enchanting	Enchantments last 10-20% longer	Dagger Suffix (Handle)	
Hammer Grip of Hammer Mastery	Hammer Mastery +1 (20% chance white	Dagger Handle of Defense	+4-5 Armor
	Using skills)	Dagger Handle of Shelter	+4-7 Armor vs. Physical Attacks
Dagger inherent Bonuses		Dagger Handle of Warding	+4-7 Armor vs. Elemental Attacks
Increases damage by +10-15%, but reduces your armor while attacking		Dagger Handle of X Slaying	+15-30% damage vs. a creature type

Dagger Handle of Fortitude	+20-30 Health
Dagger Handle of Enchanting	Enchantments last 10-20% longer
Dagger Handle of Dagger Mastery	Dagger Mastery +1 (20% chance while using skills)
Bow inherent Bonuses	
Increases damage by +10-15%, but reduces your armor while attacking	
Increases damage by +10-15%, but gives you -X Energy	
Increases damage by +10-15%, but gives you -1 Health regeneration	
Increases damage by +10-15%, but gives you -1 Energy regeneration	
Increases damage by +10-15% while enchanted	
Increases damage by +10-15% while in a stance	
Increases damage by +10-15% vs. a hexed foe	
increased damage by +10-15% while your Health is above 50%	
Increases damage by +15-20% while your Health is below 50%	
Increases damage by +15-20% while you are suffering from a hex	
Energy +5 (Rare only bonus)	
Bow Prefix (String)	
lcy Bow String	Changes damage to Cold
Ebon Bow String	Changes damage to Earth
Shocking Bow String	Changes damage to Lightning
Fiery Bow String	Changes damage to Fire
Barbed Bow String	Lengthens Bleeding duration on foes by 33%
Crippling Bow String	Lengthens Crippled duration on foes by 33%
Poisonous Bow String	Lengthens Poison duration on foes by 33%
Silencing Bow String	Lengthens Daze duration on foes by 33%
Zealous Bow String	Each hit from an attack gives you 1 Energy, but you also gain -1 Energy degeneration
The same of the sa	

Vampiric Bow String	Each hit from an attack steals 3 Health from an enemy, but gives you -1 Health degeneration	Improved Spell Recharge	5-10% chance to halve your spell recharge times 10-20% chance to halve the recharge
Sundering Bow String	Each hit has 10% armor penetration	of the state of th	time of spells from a particular attribute
	5-10% of the time	Energy Bonus	+10-15 Energy -1 Energy Regeneration
		Energy Bonus	+1-5 Energy white Health is greater
Bow Suffix (Grip)			than 50%
Bow Grip of Defense	+4-5 Armor	Energy Bonus	+1-5 Energy while Health is less than
Bow Grip of Shelter	+4-7 Armor vs. Physical Attacks	e e	50,00
Bow Grip of Warding	+4-7 Armor vs. Elemental Attacks	Energy Bonus	+1-5 Energy write enchanted
Bow Grip of Fortitude	+20-30 Health	Energy Bonus	+1-5 Energy While nexed
Bow Grip of Enchanting	Enchantments last 10-20% longer		
Bow Grip of Marksmanship	Marksmanship +1 (20% chance while using skills)	Focus Bonuses Shorten Condition Duration	Reduces the duration of X condition
			by 20%
Staff Bonuses		Energy Bonus	+10-15 Energy -1 Energy Regeneration
Shorten Condition Duration	Reduces the duration of X condition by 20%	Improved Casting Speed	5-10% chance to haive your spell casting speed
Improved Casting Speed	5-10% chance to halve your spell	Improved Casting Speed	10-20% chance to halve the casting speed of spells from a particular attribu
Improved Casting Speed	10-20% chance to halve the casting	Improved Spell Recharge	5-10% chance to halve your spell recharge times
Inches Could Decknoon	Speed of spens from a particular authorite	Improved Spell Recharge	10-20% chance to haive the recharge
ווויסטפס סספון עפטומיטפ	recharge times		time of spells from a particular attnoute
Improved Spell Recharge	10-20% chance to haive the recharge fime of snells from a particular attribute	Improved Armor	+4-8 Armor for X damage type
		Improved Armor	+4-5 Armor vs. Elemental Damage
Staff Prefixes (Heads)		Improved Armor	+5-10 Armor vs. X creature type
Defensive Staff Head	+4-5 Armor	Improved Armor	+4-5 Armor vs. Physical damage
Insightful Staff Head	+1-5 Energy	Improved Armor	+4-5 Armor while casting
Hale Staff Head	+20-30 Health	Improved Armor	+4-5 Armor while attacking
		Improved Armor	+4-5 Armor while enchanted
Staff Suffixes (Wrappings)		Improved Armor	+4-8 Armor while Health is below 50%
Staff Wrapping of Warding	+4-7 Armor vs. Elemental Attacks	Improved Armor	+4-5 Armor while Health is above 50%
Staff Wrapping of Shelter	+4-7 Armor vs. Physical Attacks	Improved Armor	+4-8 Armor white hexed
Staff Wrapping of Defense	+4-5 Armor	Health Bonus	+20-30 Health
Staff Wrapping of X Slaying	+15-30% damage vs. a creature type	Health Bonus	+15-45 Health while enchanted
Staff Wrapping of Fortitude	+20-30 Health	Health Bonus	+30-60 Health while hexed
Staff Wrapping of Enchanting	Enchantments last 10-20% longer		
		Shield Bonuses	
Rod Bonuses		Shorten Condition Duration	Reduces the duration of X condition
Improved Casting Speed	5-10% chance to halve your spell casting speed	Health Bonus	+20-30 Health
Improved Casting Speed	10-20% chance to halve the casting	Health Bonus	+15-45 Health while enchanted
	speed of spells from a particular attribute		

+15-45 Health while in a stance	+30-60 Health while hexed	+4-8 Armor for X damage type	+5-10 Armor vs. X creature type	10-20% chance to reduce damage by -3-5	-1-2 Damage while enchanted	-1-2 Damage while in a stance	-1-3 Damage while hexed
Health Bonus	Health Bonus	Improved Armor	Improved Armor	Damage Reduction	Damage Reduction	Damage Reduction	Damage Reduction

Using Chat Commands

Chat commands are simple instructions you input in any chat channel to perform a given function, and many of the most commonly used chat commands are emotes. Emotes are chat commands that you can use to have your character express a particular emotion or perform an action with no effect on gameplay, though they can sometimes provide game information to the players.

Emotes are not required to enjoy Guild Wars Factions, but they make the game world more interesting—especially the tried and true /dance command. If you have targeted another player, an NPC, or an enemy, your emote will target that enemy if possible (e.g, targeting Master Togo and typing /dance into the chat window will change the emote message from "Your character starts dancing" to "You dance with Master Togo." More informational emote commands include /age, which provides you with a summary of how long your character has existed on the servers

and how many hours you've devoted to playing that character. Many emotes cause your character to perform an animated action for emphasis, but not all emotes are animated. Of the two previous examples, /dance is animated, /age is not.

Commands

Bring up the chat window by hitting the Enter key. All commands are preceded by /.

/afk: Your character sits and officially goes "away from keyboard."

/age: Tells you how long it's been since the current character was created and how long in hours and minutes you have played that character. Also gives the player the same totals across all characters on the account.

/agree: [Character] agrees.

/attention: [Character] comes to attention!

/beckon [Character] beckons.

/beg: [Character] begs.

/boo: [Character] scares you!

/bored: [Character] is bored

/bow: [Character] bows.

/bowhead: [Character] bows his/her head.

/cheer: [Character] cheers.

/catchbreath: [Character] stops to catch his/her breath.

/clap: [Character] claps.

/congrats: [Character] offers congratulations

/cough: [Character] coughs.

/dance: [Character] starts dancing.

/deaths: Lists the number of times your character has

died.

/doh: [Character] smacks his/her head. Doh!

/doubletake [Character] does a double take.

/drums: [Character] plays the drums.

/excited: [Character] is excited!

/fame: Your character performs a special iconic animated emote. Must be rank 3 or higher.

/fistshake: [Character] shakes a fist angrily.

/flex: [Character] flexes.

/flute: [Character] plays the flute.

/goteam: [Character] cheers wildly, "Go Team!"

/guitar: [Character] plays a mean air guitar.

/health: Lists your current Health and Energy totals.

/help: [Character] requests help!

/highfive: [Character] says, "High Five!"

/jump: [Character] jumps.

/kneel: [Character] kneels.

/laugh: [Character] laughs heartily.

/moan: [Character] moans.

/namepet: Rename your pet, if any.

/no: [Character] says, "No.

/paper: [Character] plays rock, paper, scissors.

/pickme: [Character] says, "Pick me!"

/point: [Character] points.

/ponder: [Character] ponders the situation.

/pout: [Character] pouts.

/ready: Tells others that you are ready in an easy-tospot chat message with gold text.

/roar: [Character] roars

/rock: [Character] plays rock, paper, scissors.

/roll [number]: [Character] rolls [random number] on a [number] sided die.

/salute: [Character] salutes.

/scissors: [Character] plays rock, paper, scissors.

/scratch: [Character] scratches.

/shoo: [Character] shoos you away.

/sigh: [Character] sighs.

/sit: Your character sits from a standing position. There is no chat message associated with this command, and most other emotes or any directional movement will cancel it.

/sorry: [Character] apologizes.

/stand: Your character stands from a sitting position. There is no chat message associated with this command, which has no function unless your character is sitting.

/taunt: [Character] taunts you.

/violin: [Character] plays the violin sadly

/wave: [Character] waves

/yawn: [Character] yawns

/yes: [Character] says, "Yes."

Appendix G: Glossary

Online Game Terms—The Guild Wars Factions Edition

Many online games use a variety of common terms you'll want to be familiar with when you begin your adventures in Cantha. In *Guild Wars Factions*, as in most MMOGs, your primary means of communicating with other players in the community will be through the chat system, where players are sure to use evolved shorthand that can be confusing for newcomers. You will also find that *Guild Wars* players have developed an extended vocabulary with terms specific to this particular game. Even if you're an online gaming veteran who can LFG or ROFLMAO with the best of them, you may want to brush up with a look at this handy glossary.

A.I.: Short for "artificial intelligence," this refers to the

programming that makes computer-controlled enemies and/

or allies act in a particular way. Not all A.I. responds the

same way to the same stimuli. For example, enemies with

low intelligence might not flee from an obviously deadly Attack, while smarter enemies might recognize the danger, and flee when they take the first point of damage.

Adjacent: The nearest area of effect for a skill or attack that does not require touch.

Adrenaline: Certain skills, especially those belonging to the Warrior profession, use adrenaline instead of Energy. Adrenaline builds up over time while your character is engaged in combat.

AFK: As immersive as the Guild Wars universe is, you'll periodically be forced to tear yourself "away from [the] keyboard" when nature calls, the pizza delivery arrives, or when your significant other gently reminds you to take out the trash. When another player is AFK (hopefully within the peaceful confines of a town), consider this an opportune

time to grab a cold one for yourself.

Aggro: Enemy A.I. turns aggressive when you enter the enemy's field of vision. In *Gulld Wars Factions*, this zone is clearly defined by a small white circle around the green dot representing your character on the mini-map. When an enemy—a red dot on the mini-map—enters that white circle, it will move to Attack, or "go aggro." The manipulation of aggro is a key component of "pulling."

All Chat: The "global" chat channel allows you to speak to all player characters within your location. Note that when outside a town or outpost, All Chat can only be heard by other party members.

Alt: The Alt keys can be found on either side of the space bar.

Alt Character: Many players have a "main" character they

play more often than alternative, or "alt" characters.

AoE: Short for Area of Effect. Many skills and abilities (especially those in the spells sub-group) can affect many targets at once. Often this will be a skill that heals multiple allies or a spell that harms multiple foes. A good example of an offensive AoE skill is the Elementalist spell Fire

Armor Penetration: The ability to inflict damage that bypasses armor. The Warrior's Strength attribute adds armor penetration to Melee Attacks.

Ascended: Heroes can become Closer to the Stars—or "Ascend" as the Tyrians say—to a higher level of awareness by performing certain missions. In *Guild Wars Fac*tions, the so-called "Ascension Mission" is Nahpui Quarter.

Attribute: Every character possesses attributes. Each one has a numeric value that you can modify with attribute points earned every time your character gains a level. Skills are almost always linked to a particular attribute; when an attribute's score is increased, the skills linked to that attribute improve.

Battle Isles: The Battle Isles are the third continent map currently available in the *Guild Wars* world. The Battle Isles are where you will find almost all of the PvP content in the game, including the Heroes' Ascent arena.

Bonus Mission: Bonus missions are found only on the northern continent of Tyria (the setting of the original Guild Wars Prophecies campaign). They provide an extra 1,000 points of experience to players who complete a bonus objective on a primary mission map. Completing the bonus mission does not allow the player to move beyond that original mission; by the same token only the primary objective, not the bonus, must be completed to move on to the next location in the storyline.

Boss: Bosses are extra-powerful leaders of their particular group. You can easily spot bosses by the colorful aura of power surrounding their bodies. Bosses sometimes possess skills you can steal with the Signet of Capture. They are often quite well protected.

BrB: Chat shorthand for "be right back," this warning is often a precursor to going AFK.

Buff: The act of temporarily boosting one or more character's stats via Enchantment. Effects may range from increased movement speed to faster Health regeneration, and so on.

Build: A specific array of skills and attributes for a single character (a character build) or a specific array of classes, skills, and attributes in a group (a team or party build).

CORPG: A Competitive Online Roleplaying Game. This very specific genre of MMORPGs refers to the style of gameplay in *Guild Wars Factions*.

Caller: The party member tasked with calling targets. Any player may call a target, but often a group will give the job to a single party leader for greater tactical coordination. (See Spike.)

Cantha: The setting of Guild Wars Factions, a continent on the far side of the ocean south of Tyria (the setting of the Guild Wars Prophecies campaign). Cantha consists of the large island of Shing Jea, the densely populated capital of Kaineng City on the northwest coast of the main Canthan continent, the Echovald Forest (home of the Kurzicks) and the Jade Sea (the petrified body of water which forms the domain of the once-seafaring Luxons).

Challenge Mission: A special type of Cooperative play mission for experienced players.

Character: Every individual person in the world of Tyria is a character. Players take on the roles of player characters. Computer-controlled characters with which you interact are called non-player characters, or NPCs. Also, when creating your player character, you must choose between a roleplaying character and a PvP character.

Character Slot: You can create a limited number of characters in *Guild Wars Factions*. Each character takes up an available slot. *Factions* gives you four character slots, meaning you can create four unique characters to take through the adventure. If you have both *Factions* and the original *Guild Wars Prophecies* campaign installed, you will have six character slots.

Class: Some players casually use this term interchangeably with "profession."

Competitive: This is another way to say "PvP," i.e., a battle or mission in which player characters fight against each other.

Condition: A temporary change in status, either positive or negative.

Cooperative: Cooperative play and Cooperative missions pit player characters against computer-controlled monsters and other enemies. Some players informally refer to this as "PvE" for Player versus Environment, or "PvM" for Player versus Monster.

Ctrl: The control key on your keyboard, usually found in the lower left or right corner.

Damage Bonus: Damage inflicted by any type of Attack or skill in addition to what would normally be inflicted. Many weapons offer a damage bonus.

Debuff: To remove a previously acquired boost to a character's attributes. Sometimes written as "de-buff."

Default Action Key: The key that makes your character perform the default action. When targeting an enemy, this is an Attack; when targeting a friendly character, the default action key makes your character speak to or follow the "friendly." When targeting an object (such as a chest) the default action key opens the object. By default, this key is the space bar, but you may change the default action key (or any other key) in the Options menu.

Divine Favor: The primary Monk attribute.

Dmg: Damage.

Do It!: A phrase meaning "perform the default action." Press the default action key to "Do It!"

Elite Mission: Another variety of special Cooperative play for *Guild Wars* veterans.

Elite Skill: If a skill's name appears in gold letters, it is an extra-powerful elite skill. A character may only have one elite skill on the Skill Bar at a time. Usually, elite skills are taken from fallen enemy bosses with a Signet of Capture, but not every boss possesses an elite skill to steal.

Enchantment: A skill that causes a positive, or helpful, Condition.

Energy: Many skills require a character to expend a certain amount of Energy points. The Energy bar—the blue bar to the right of your red Health bar—displays your current number of Energy points and any Energy regeneration bonuses or degeneration penalties your character might be under.

Experience Points: As characters fulfill missions, accomplish quests, and destroy enemies, they learn how to be a more effective hero. In game terms, this new knowledge is represented by experience points (XP). The more experience points you gain, the higher your level.

Farming: Not unlike the real world profession, farming in Guild Wars is any repetitive act geared toward amassing great in-game wealth or quantity of rare items. Farming can take many forms, such as building a character with a specific set of traits with the sole purpose of slaying a particular monster in a region for hides or gold. Some choose to then sell these items to other players for real-world cash, which is a violation of the Guild Wars Factions terms of use. Players caught farming in-game items or gold for monetary profit will have their accounts banned.

First-level: A beginning character.

Flag Runner: A speedy character tasked with carrying the enemy team's flag to the obelisk as quickly as possible.

GG: Good game. Often sent to the party after everything in the mission or quest has been accomplished and everyone is basking in well-deserved glory. Sending a "GG" is good manners, but by no means necessary.

GLF: The acronym for "group looking for." This is usually followed by a character profession the group wants or needs to complete the party for a quest or mission.

Gold: Short for gold piece(s), i.e., currency.

Grinding: The act of repetitively slaying the same monsters in the same instanced area to gain XP is known as "grinding." Some players grind to gain levels rather than complete missions and/or quests to "beef up" their character, sometimes before a particularly tough fight.

Guild: A guild is a group of players who join together as a large team to compete in PvP combat.

Healing Bonus: Additional Health points added to certain Monk spells, often as a result of a high Divine Favor attribute score.

Health Points (HP): Also known as "hit points," Health points represent a character's physical well-being (also called simply "Health"). You lose HP when struck by an enemy and regain it after combat or through the use of healing magic. The Health bar is red in most cases, though negative Conditions can make it turn color. Those alternate colors indicate the nature of the negative Condition, such as Poison.

Henchmen: NPCs you can add to your party to fill in the gaps. If your party is without a healer, for example, you can go to any town, outpost, or mission, target a henchman, and invite that henchman to your party as you would with any character. The henchman, however, will never refuse. Some players, especially those who prefer solo RPG play, have been known to play only with henchmen whenever possible.

Hex: A skill that causes a negative or harmful Condition.

In the Area: The maximum range for most spells and skills, usually identical to your aggro or danger zone (the white circle around your character's green dot on the mini-map). Ranged attackers with high Marksmanship or above-average weapons can often hit enemies beyond this distance.

Infusion: In the Guild Wars Prophecies campaign, highlevel heroes become "infused" with potent magic, which lets them take on particularly dangerous foes. Note that this ability is not available in Guild Wars Factions. Instance: This is an unofficial name for an explorable area that you only share with enemies, NPCs, allies, and party members. This term is common to many MMORPGs. In Guild Wars Factions everything outside of towns, outposts, and missions is "instanced."

Kiting: Kiting is a combat tactic. A player will "kite" his enemy by running within striking range, hitting a foe with a ranged Attack, and then retreating. Now that the foe is aggro and in pursuit, the player will distract it using a pet (Ranger), Minion (Necromancer), or fellow party member. The player will then continue to strike the occupied enemy from afar at reduced personal risk, while stringing the target along like a kite in the breeze.

Kurzicks: The Kurzick people inhabit the Echovald Forest. They are deeply religious, and are the blood enemies of the Luxons.

Level: A character's level (lvl) is a numeric value, which represents experience (XP). In *Guild Wars Factions*, as in most RPGs, your character will graduate from one level to the next after accruing a predetermined amount of experience points through killing monsters and completing missions and quests. PvM characters start at level 1 one and top out at level 20, whereas PvP characters are created at the 20th level.

Level Cap: The highest level a character can reach in Guild Wars Factions is 20, but characters continue to earn experience long after that. Every time you earn enough experience to have gained another level beyond 20, you gain a Skill Point instead.

Level Up: To gain a new level.

LFG: An acronym for "looking for group," usually issued by a single player searching for a larger group or party (e.g., "lyl 12 R/Mo LFG").

LFM: Short for "looking for member." A party leader will often broadcast a request for a specific character build when preparing for a mission or quest. For example, the phrase "LFM: lvl 9 W/Mo" means the leader is looking to add a level 9 Warrior/Monk to the party.

Link Quest: A quest designed to lead you from one mission to the next.

Lion's Arch: A major port city to the east of the Shiverpeak Mountains on the continent of Tyria. Ships traveling from Cantha or the Battle Isles to Tyria arrive in Lion's Arch (note that you must own and install the original *Guild Wars Prophecies* campaign to travel to Lion's Arch or the Tyrian continent).

Loot: Another word for treasure—items dropped by fallen enemies or found in chests.

Luxons: The Luxon people inhabit the Jade Sea, and were a seafaring culture before the Jade Wind turned the waters to stone. They are the blood enemies of the Kurzicks.

MMORPG: A Massively Multiplayer Online Roleplaying Game, a style of RPG in which many players—usually hundreds or even thousands—share an online game world. Guild Wars Factions is often referred to as an MMORPG.

Master Togo: The master of Shing Jea Monastery, widely respected throughout Cantha; also a one-time mentor of Brother Mhenlo of Tyria's Screnity Temple.

Melee Attack: An Attack performed with a Melee weapon such as a sword, hammer, or axe. Melee Attacks require close proximity to the target. Merchant: An NPC who sells common items such as Salvage Kits and Identification Kits, and will buy most anything from a player character at a fair price.

Mini-map: The small circular overhead map of your immediate area that, by default, appears in the upper right hand corner of the screen. Green dots are friendly NPCs, red dots are enemies, and blue dots are other players (you will see blue dots only in towns and outposts). You can draw on the mini-map by clicking and dragging on it—this is helpful when coordinating tactics with your party members.

Mission: Formal activities in Guild Wars Factions generally fall under two classifications: missions and quests. Both require the player to accomplish a set of goals in reward for gold and/or XP, but missions generally advance the game's primary storyline, while quests offer opportunities to weave a variety of challenges and experiences into your own hero's tale. Missions begin in special outposts marked with a shield icon on the map; simply form your party then hit the "Enter Mission" button below the party list to begin. Unlike quests, missions can usually be repeated as often as you like, though you will only earn the primary mission experience award once.

Mob: One enemy or sometimes a large, unwieldy group of enemies. Derived from "mobile," as such enemies will chase players. May or may not be carrying pitchforks and torches.

Nearby: The second nearest area of effect, roughly halfway between adjacent and in the area.

Nerf: Online games tend to evolve overtime (especially those with over a million players worldwide) as game developers incorporate new features and balance the performance of others. When this happens, features exploited in ways that may throw off game balance are sometimes weakened, or "nerfed." For example, if a particular Warrior/Monk is adopted by farmers as a cheap and effective build for amassing wealth (negatively affecting the delicate in-game economy balance) the developers might make adjustments to that character's skills, rendering it less powerful or effective in that role. Note that nerfing is often in the eye of the beholder.

Noob: A less-than-complimentary term for a new player. Also newb, newbie, or n00b. No matter how skilled a player may be, he or she began as a noob, and using the term to describe newcomers is the opposite of classy.

NP: No problem.

NPC: An acronym for "non-player character." NPCs are the people and entities that populate the world of *Guild Wars Factions* and are not controlled by human input, but governed by A.I. They appear on your mini-map as green dots.

Nuker: The term "nuker" is slang for a character build, such as an Elementalist, which is capable of wickedly powerful area-of-effect damage Attacks but is defensively weak. A nuker performs his best work at long range (in other words, far away from the sharp, pointy swords of his enemies).

OMG: Oh My God/Gosh/Golly. Not to be confused with the far less polite WTF.

Party: A group of 4-8 players (or players and henchmen) joined together to take on quests or missions.

Party Menu: A resizable window that displays the names of party members (including yourself) as well as any NPC allies traveling with your party, such as Master Togo. Hit the P key to bring up your party menu.

Primary: Characters in *Guild Wars Factions* can choose from 8 primary professions: Assassin, Elementalist, Mesmer,

Monk. Necromancer, Ranger, Ritualist, or Warrior. Your primary profession determines which attributes affect the skills available to you. After you choose your role, you can learn a secondary profession to accentuate or complement your main profession.

Primary Attribute: An attribute linked to a character's primary profession. A character does not gain the primary attribute of his secondary profession.

Profession: Your profession dictates your role in *Guild Wars Factions*. If you like your combat up close and personal, you've got the instinct of a Warrior. If healing your friends and casting spells is your forte, then the life of a Monk is for you.

Protector: Another name for a protection Monk—a Monk who focuses on Protection Magic skills. This might also apply to other professions, such as the Ritualist, possessing similar skills.

PST: The acronym PST can mean several things, the most common being Pacific Standard Time (GMT +8). In online games it usually stands for the strangely worded "please send tell" which is a call for interested parties to reply to a broadcast statement via Whisper Chat (a private conversation).

Pulling: The act of drawing a single enemy (if you're both careful and lucky) from a larger group using a ranged Attack or spell. This is an effective way to avoid being swarmed by enemies you cannot take on all at once. When fighting a boss, it is a good idea to pull any guards in the area first. Rangers are probably the most effective "pullers" thanks to their Marksmanship skills.

PvP: Player versus player, a style of gameplay in which you and a team of other players do battle against an opposing team. There are many different varieties of PvP combat in Guild Wars Factions, primarily in the Battle Isles.

Quest: Quests, like missions, reward players with experience points, gold pieces, items, and other bounties in addition to the XP and loot gathered fighting monsters and other enemies. Unlike missions, quests can only be completed once. Any NPC with a green exclamation point (or "bang") over its head has a quest to offer you. When the quest is complete, you will usually (but not always) return to that NPC for your reward.

Quest-Giver: An NPC that offers a quest. Unlike merchants or crafters, "quest-giver" is not a specific NPC type—it is simply an unofficial term for any NPC with a green exclamation point overhead.

Quest Log: Your Quest Log allows you to easily keep track of quests you have taken on but not yet completed. Press L to bring up your Quest Log and check the current quest objectives.

Region: The part of the world in which you, the player, are located. Current regions include North America, Europe, and Korea. You may only party up with players outside your region by entering an international district.

Req: Required or requires. Often used regarding items, many of which have minimum skill scores that must be met to get the most out of them. See WTS.

RPG: The common abbreviation for roleplaying game, a genre in which, generally speaking, the player takes on the role of a customizable character who grows and changes throughout the game. There are many varieties and styles of roleplaying. Guild Wars Factions is usually classified as an MMORPG (massively multiplayer online roleplaying game) or a CORPG (competitive online roleplaying game).

Runner: Applies to high-level players who will guide lower-level players through dangerous territory they could not easily traverse on their own, usually in exchange for gold (though some benevolent runners offer their services for free). Though this is an effective way to unveil the map, it can be expensive, robs lower-level players of the full game experience, and is not officially endorsed in any way. If you feel you must pay a runner to reach a particular area, however, it is wise to avoid those who demand the full fee up front—such "runners" might be trying to con you out of your hard-earned gold. Note that "runner" is also sometimes used as shorthand for "flag runner."

Secondary: Your secondary profession. When identifying your profession combo, the primary is listed first; the secondary is (naturally) listed second. Characters do not gain the primary attribute of a secondary profession.

Shing Jea Monastery: The starting point for roleplaying characters in *Guild Wars Factions*, the monastery is found on the western island of Shing Jea. The current master of the monastery is Togo.

Shout: A type of skill that often enhances the abilities of your character and allies. Shout skills are named for the phrase the character "Shouts" when using that skill: e.g., "I Will Avenge You!"

Signet: A variety of skill that usually costs no Energy or adrenaline, is rarely attached to an attribute, and can be used by many different professions, e.g., the Resurrection Signet.

Signpost: A marker denoting a portal into another area.

Hold down the Alt key to spot nearby signposts, which appear in yellow.

Skill: A blanket term for the abilities your character possesses. These include everything from special Attacks to magical spells and more.

Skill Bar: A central piece of the UI (user interface), the Skill Bar is where you place the skills you want to use. Your character can learn more than 150 skills, but only eight may be placed on the Skill Bar. You can add skills or remove skills from the bar only when you are in a town or outpost.

Skill Point: Skill Points can be earned by accomplishing certain quests, or by earning enough experience to gain a level. Note that even after a character reaches the level cap of 20, the character continues to earn experience—and thus, continues to earn Skill Points, even though no new levels are gained.

Skill Trainer: An NPC that can teach player characters new skills for a price—usually a set amount of gold as well as a Skill Point.

Smiter: A Monk with a focus in Smiting Prayers. Often combined with the Warrior profession to create a "paladin" archetype.

Spam: This term doesn't just refer to delicious lunchcon meat or unwanted email. In *Guild Wars Factions*, "spam" means the act of repeatedly using the same skill (usually one with a short recharge time and lower cost) during a fight.

Spell: A specific type of magical skill. Characters who use spells are often referred to as "spellcasters."

Spike: A form of Attack used to great effect in PvP combat, though it is equally effective battling monsters in Cooperative play. Spiking requires excellent timing, an attentive group, and a dedicated leader who will call the target. When the target is called, the party leader then signals the time to strike. All players in the party Attack simultaneously, inflicting massive damage on a single target. Usually the target has no time to react. It is a particularly effective tactic against Priests and healers.

Stance: A type of skill that augments your character's abilities. Many other skills are often enhanced by a Stance.

Stand-alone: A stand-alone game like *Guild Wars Factions* does not require any previous version of the game (i.e., the *Guild Wars Prophecies* campaign) to play.

Strength: The Warrior profession's primary attribute.

Tab: The tab key, which automatically targets the nearest enemy. When hit repeatedly, the tab key allows you to cycle through these targets one at a time.

Tank: Also known as a "tanker," this refers to a character often a Warrior primary—with heavy armor and high hit points who fights in Melee and soaks up damage that might otherwise devastate less-protected characters.

Target: Player characters, NPCs, enemies, and objects can all be targeted by your character. Left-click to target manually, or use keyboard shortcuts to target without using the mouse.

Teleport: Instantaneous travel from one place to another. The Assassin's Shadow Step abilities are a form of teleportation, and sometimes an enemy can teleport you against your will.

Thx: Thanks

Treasure: Another term for loot—items that your character picks up from fallen enemies or open chests.

TY: Thank you.

Tyria: "Tyria" is the name for both the continent on which the original *Guild Wars Prophecies* campaign takes place, and the world on which that continent—as well as Cantha and the Battle Isles—resides. For this reason Tyria is sometimes called the "namesake continent."

U1: Short for User Interface, a broad term that refers to everything you see on screen with which you, the player,

can interact. This includes menus, Skill Bar, the mini map essentially everything you see that is not physically depicted within the game world.

Wiped: A slang term for the unexpected (or at the very least, unfortunate) deaths of all party members. Getting "wiped" is sometimes the result of poor monster pulling, poor communication, or poor eyesight.

WTB: Want to buy. Type this into All Chat or (more appropriately) Trade Chat to notify your fellow players that you are looking to purchase a particular item or type of item. For example, "WTB 3 Shells" or "WTB rare axe."

WTF: A (rude) declaration of surprise, disbelief, disgust, confusion. WTF is really quite versatile, and is often followed by a question mark.

WTS; Want to sell. Type this into All Chat or (more appropriately) Trade Chat to notify your fellow players that you are looking to sell a particular item or items. For example, "WTS 5 Iron Ingots" or "WTS Horn Bow dmg 12-22 req 8 Marksmanship."

XP: Experience points.

Zone: When used as a verb (e.g., "we/he/she zoned") this refers to the act of stepping through a portal from one area to another. If you have had to leave fallen party members behind for whatever reason, zoning will return those allies to life on the other side of the portal. Zone is usually only used when traveling from one explorable quest area to another, as opposed to moving from a quest area into a town or outpost.





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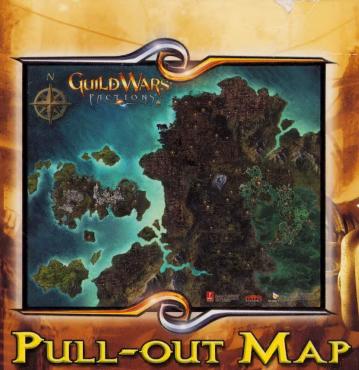
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